

# “The Moe You Know Part 2”

## 1034-228

### Original Board

Date 04/13/15

- ☒ Board Team Final 04/13/15
- ☐ Network Approval Board
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Andres Salaff

Storyboard by  
Thomas Herpich &  
Steve Wolfhard

Animation Studio  
SAEROM

# ADVENTURE TIME



Page 0

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

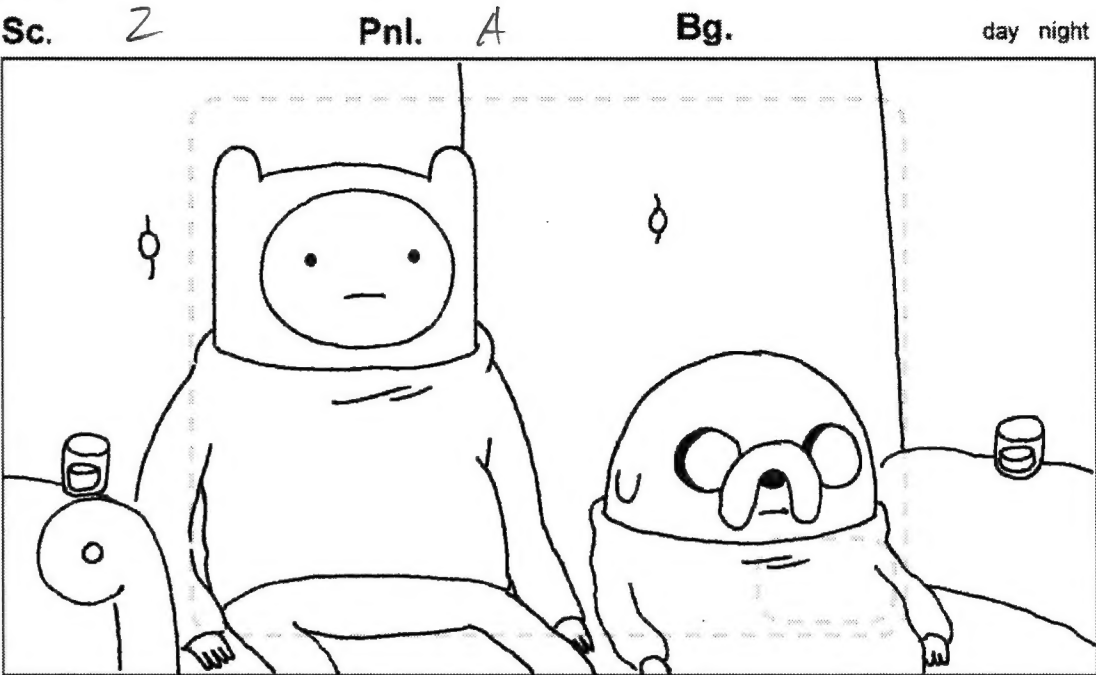
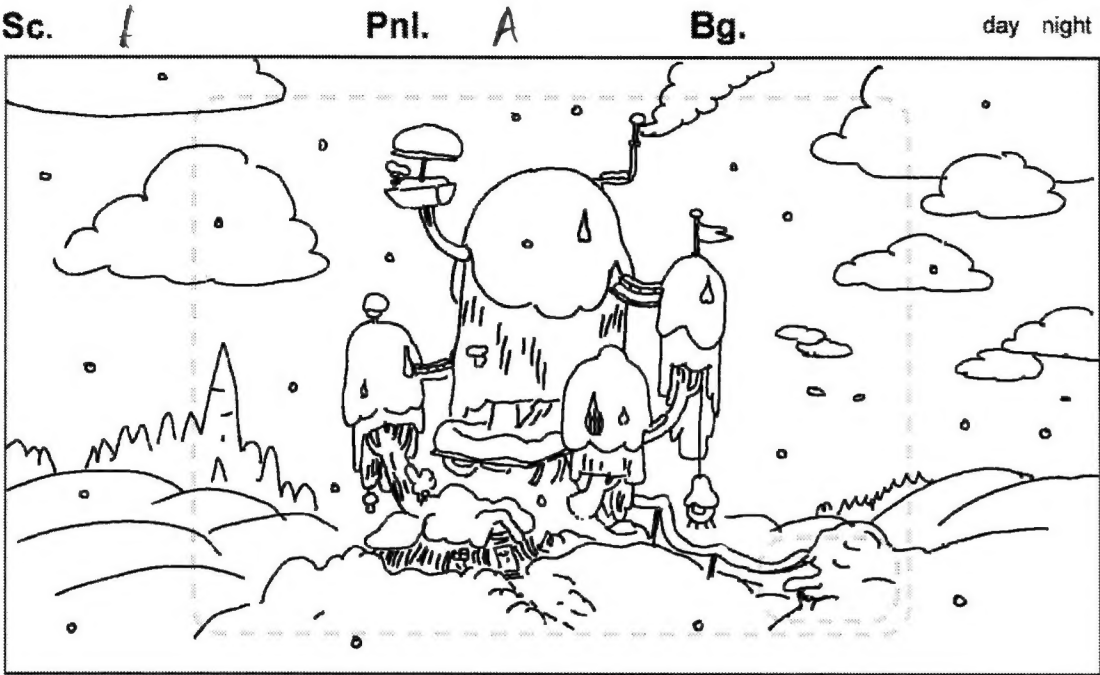
Dialog:
Action:
Timing:

Production :

EPISODE #

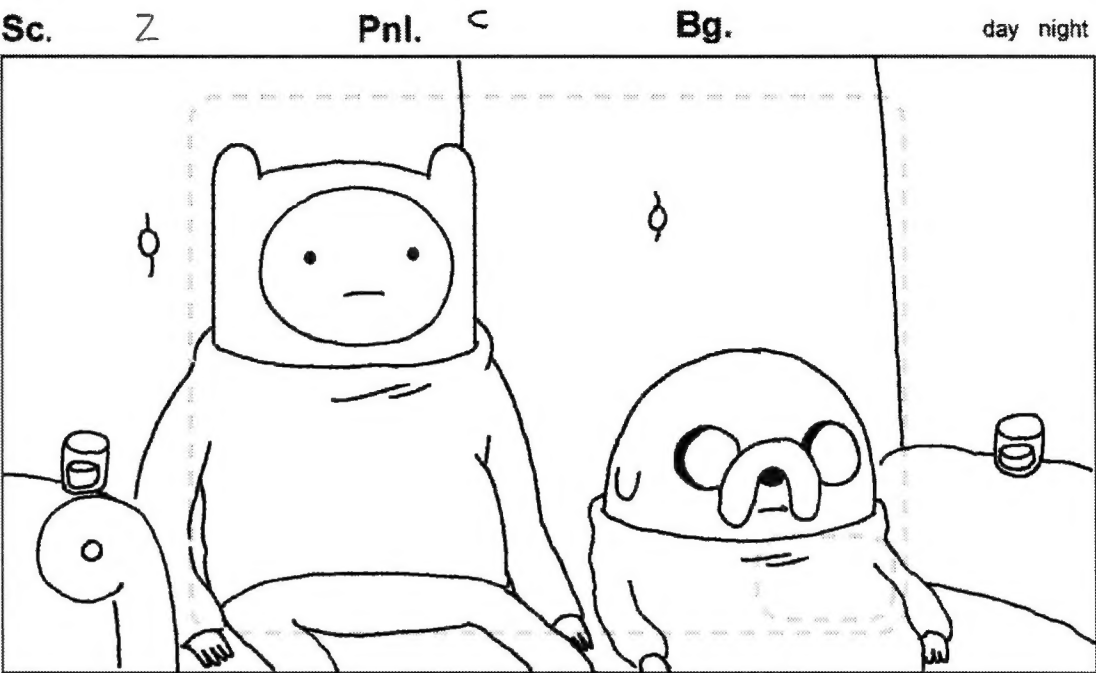
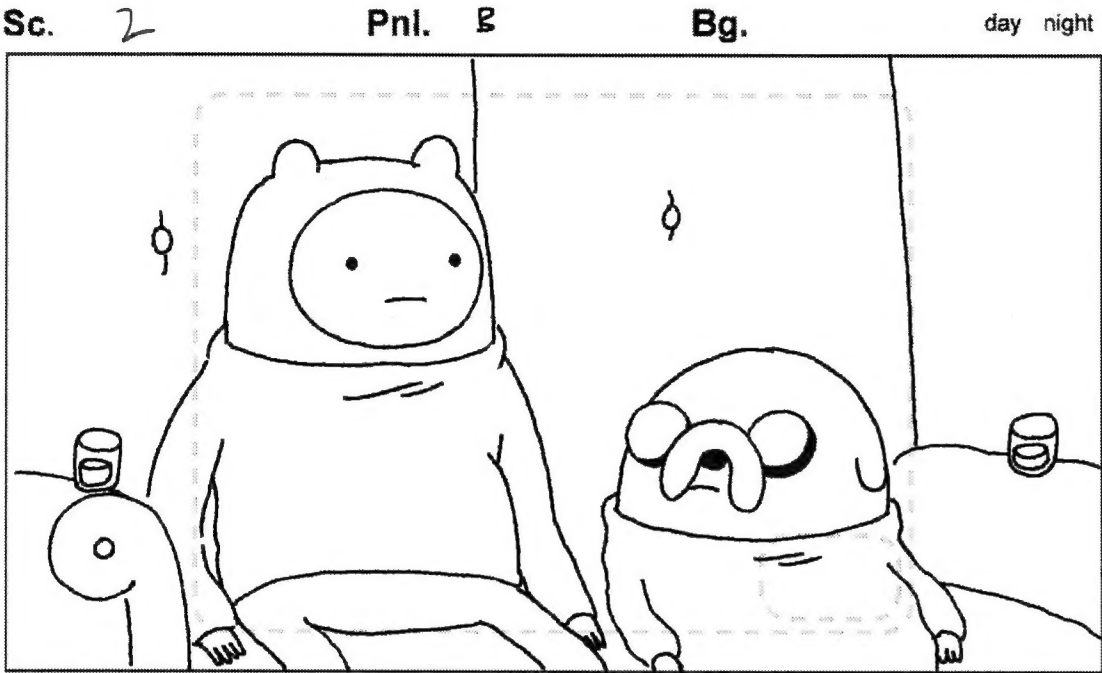
1034-228

ADVENTURE TIME



Dialog:
(m) LET'S SEE . . .
Action:
Timing:

ADVENTURE TIME



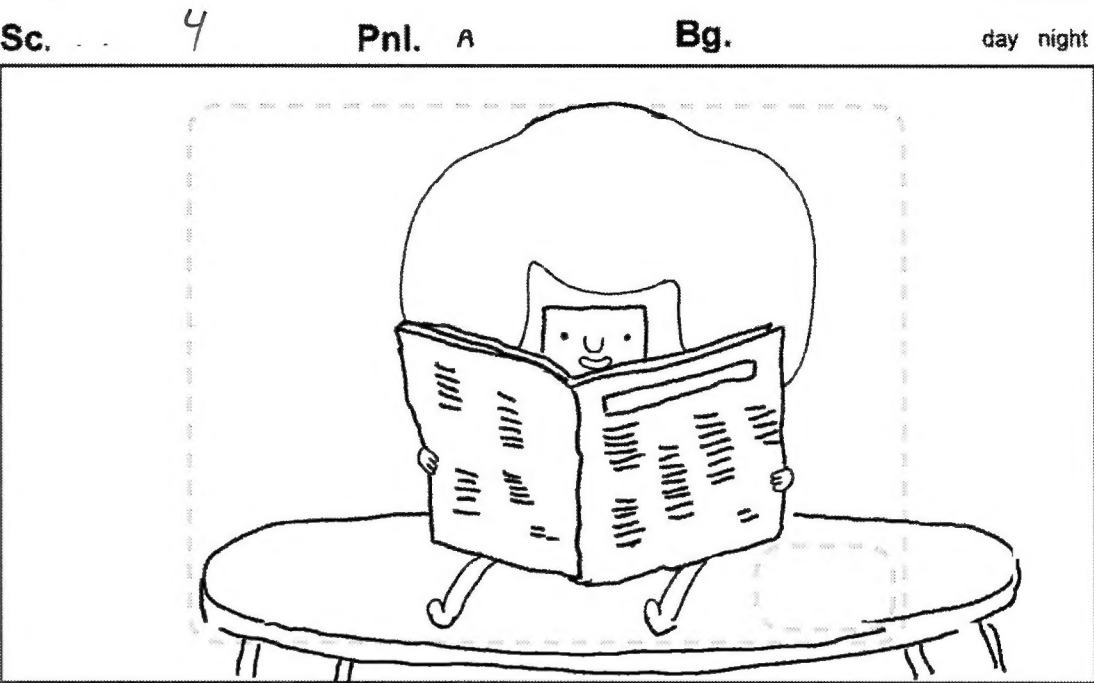
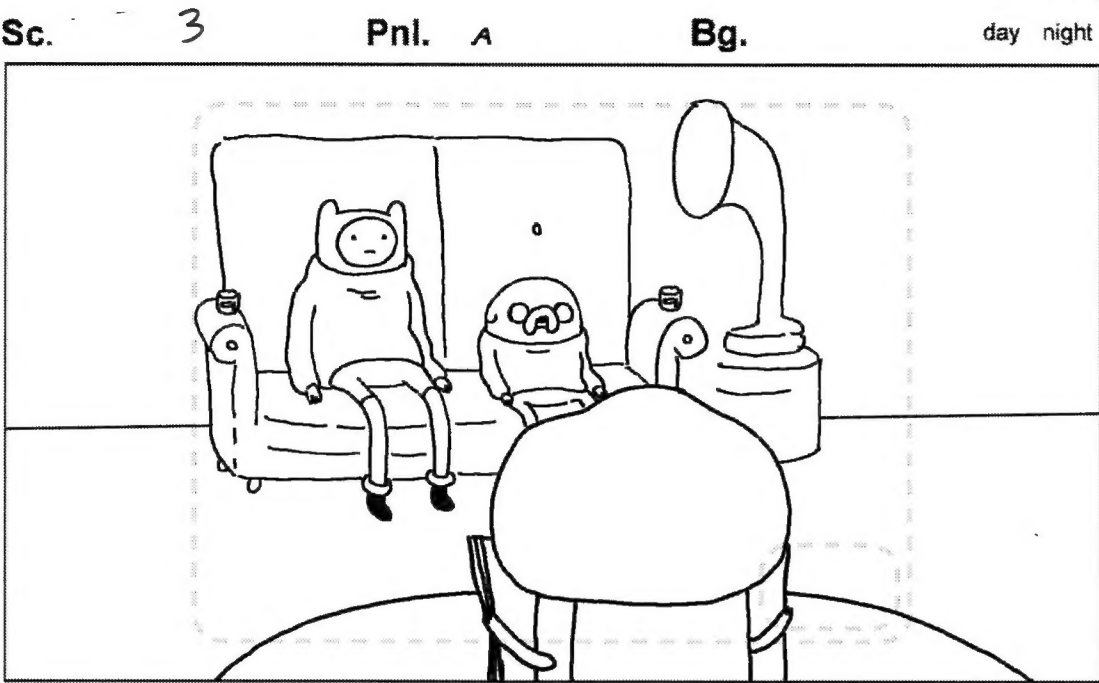
Dialog:
Action:
Timing: ARE THEY LOOKING AT EACH OTHER?? I CAN'T TELL...

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Production :



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ADVENTURE TIME



Dialog:	(M) 4 DOLLARS ...	(M) (CONT) ... OFF OF HONEY BAKED HAM. I ... I DON'T LIKE HAM.
Action:		MMM , 1 DOLLAR OFF OF BEETS .
Timing:		

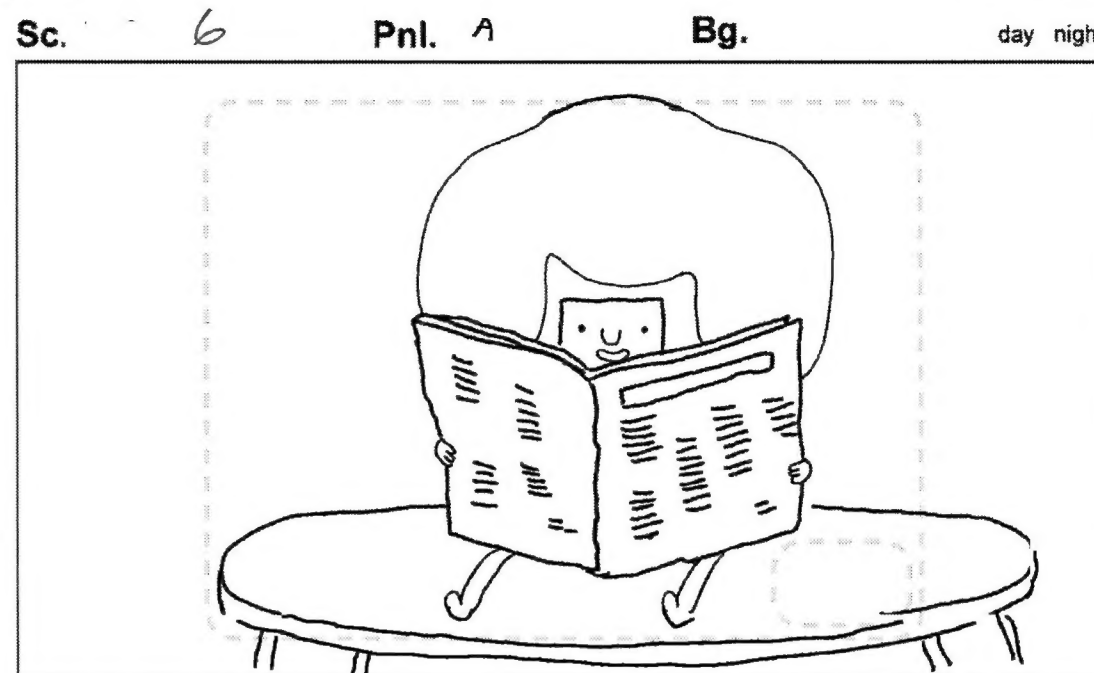
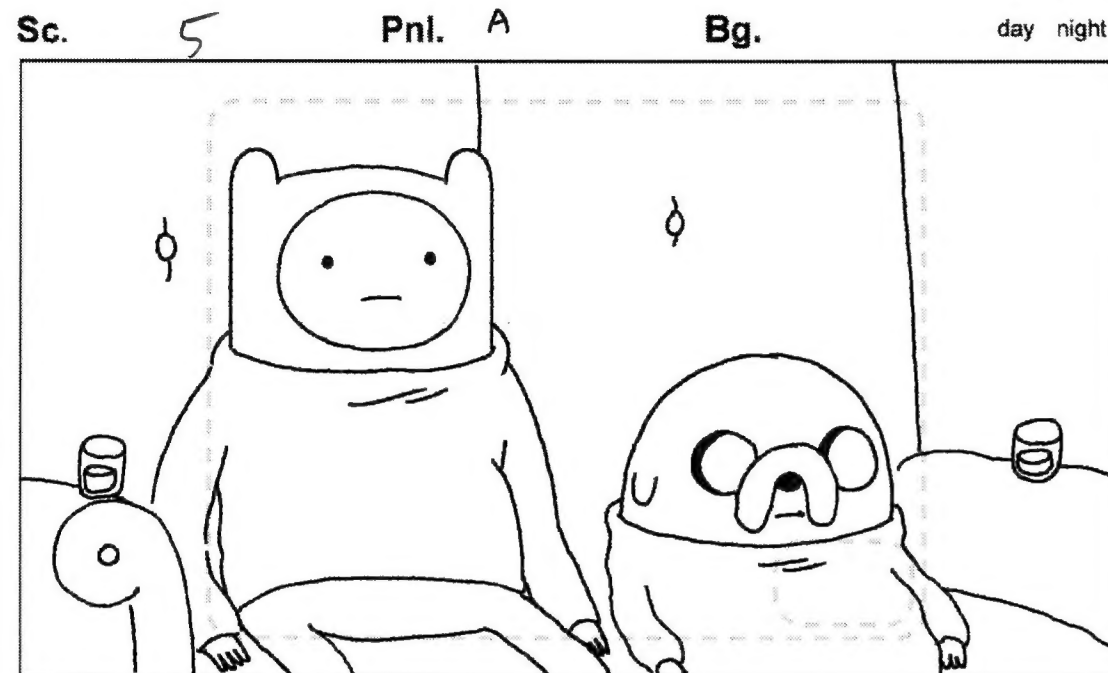
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Production :

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# ADVENTURE TIME



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Dialog:

Ⓜ/os)(CONT) DO BEETS  
HAVE TANNENS?

Ⓜ/)(CONT) HAM HAS TANNENS.  
HMM. OH! 4 DOLLARS OFF  
OF HONEY BAKED HAM.

Action:

Timing:

EPISODE #  
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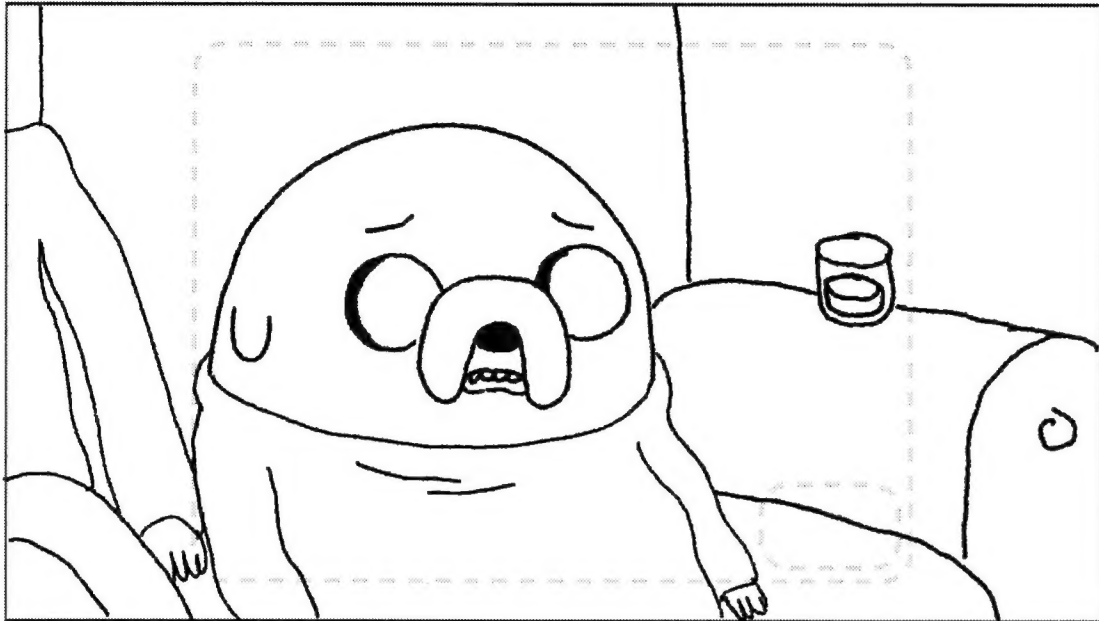
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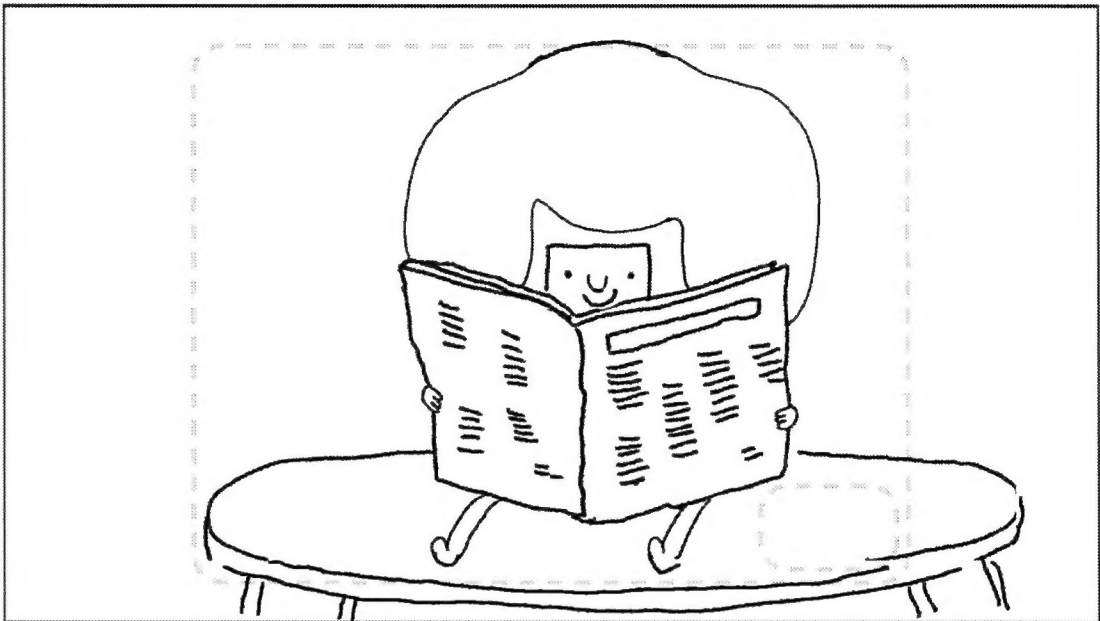
# ADVENTURE TIME



Sc. 7 Pnl. A Bg. day night



Sc. 8 Pnl. A Bg. day night



Dialog:
② UH , MOE ?
Action:
Timing:

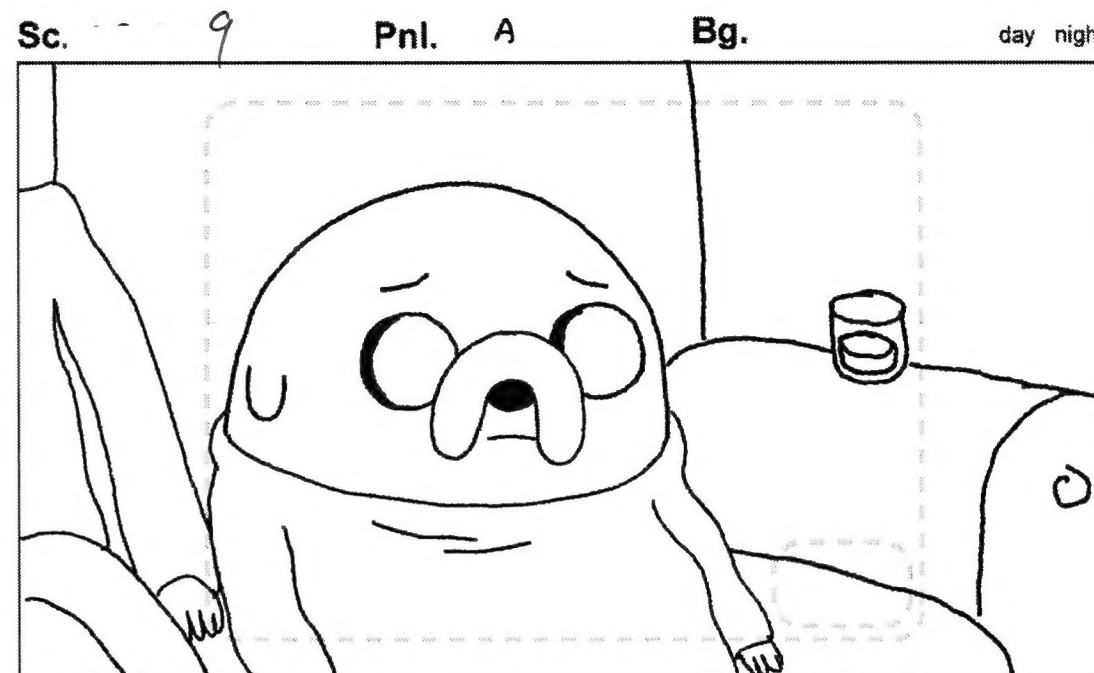
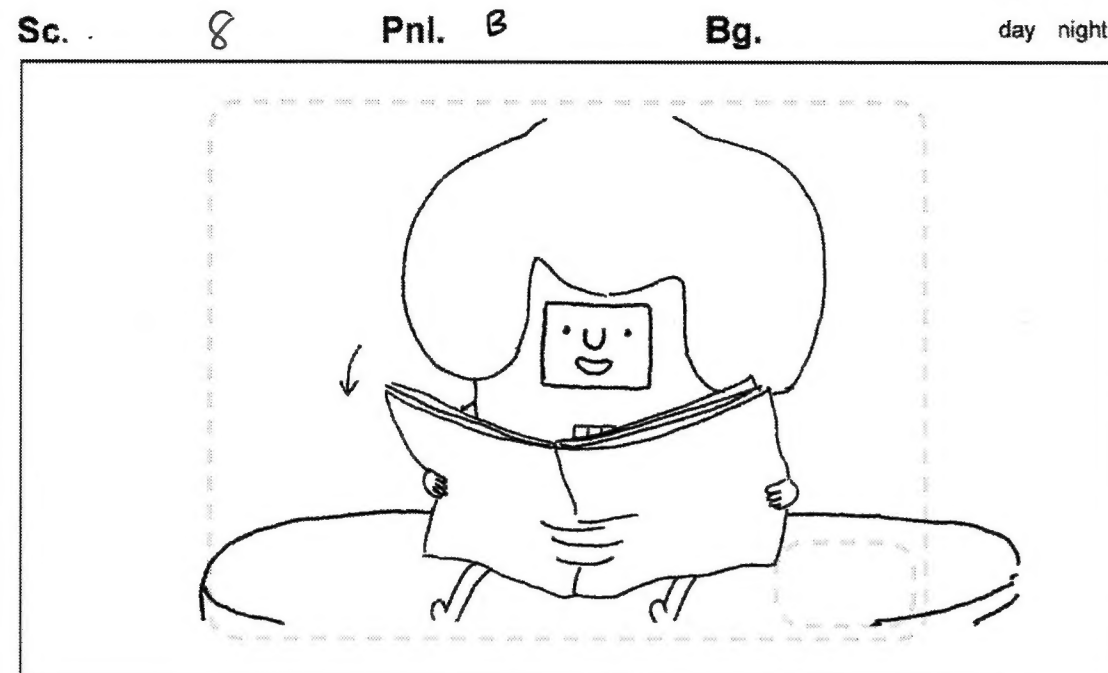
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# ADVENTURE TIME



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Dialog:

③ PLEASE CALL ME  
"GWAMPA". HOW IS

Action:

YOUR ROSE WATER?

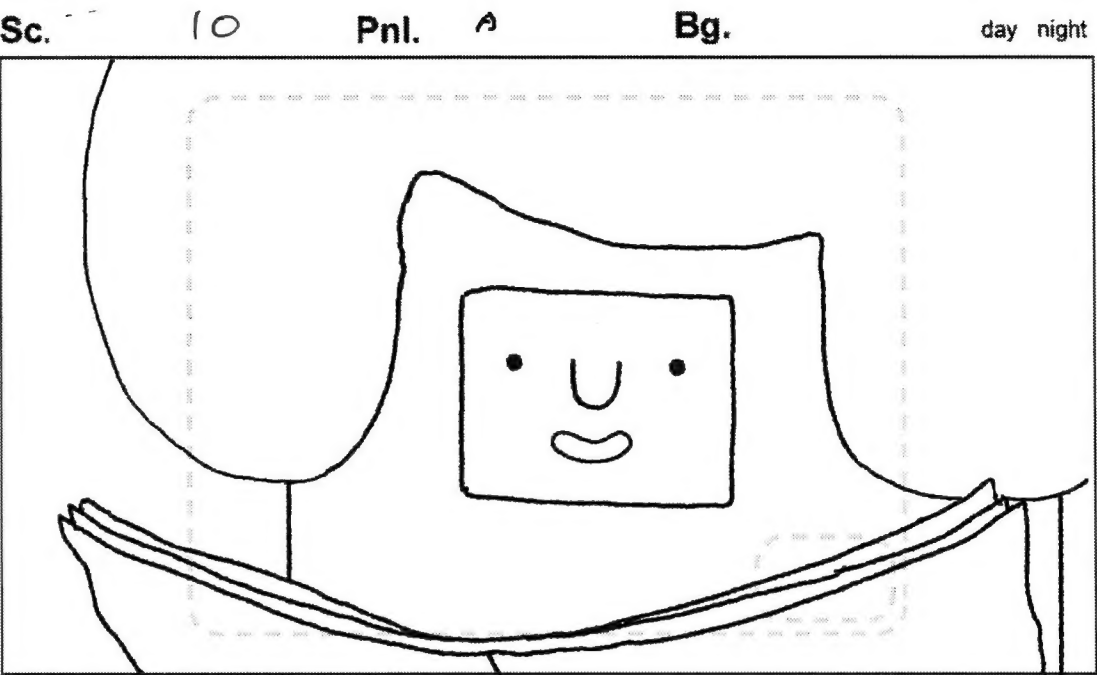
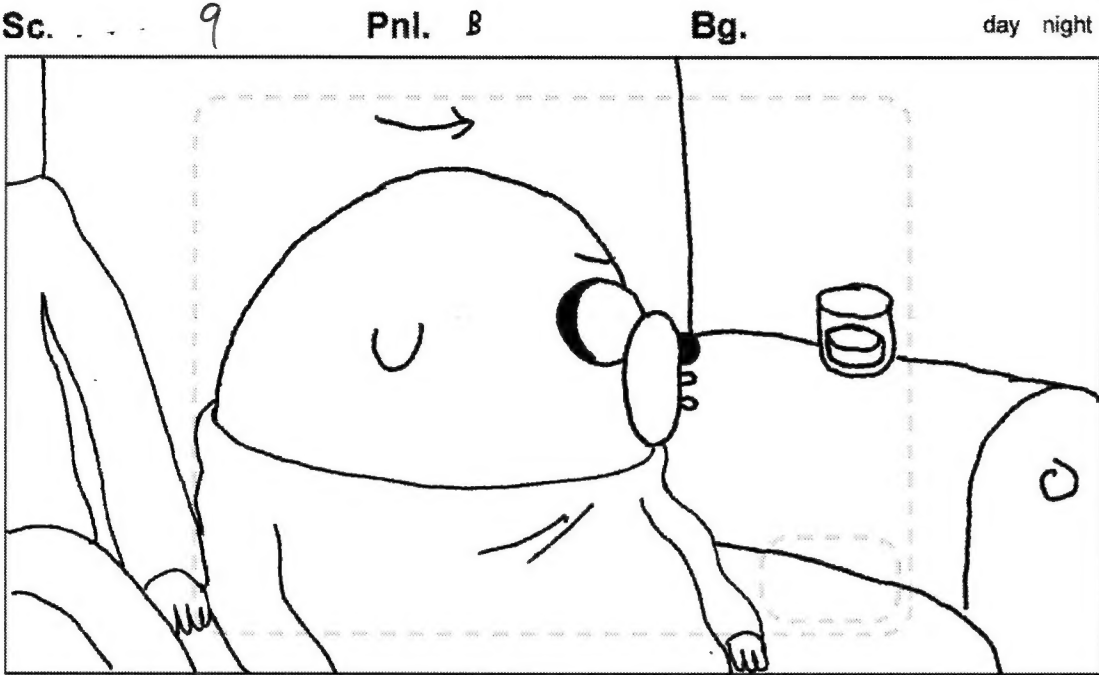
Timing:

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Production :

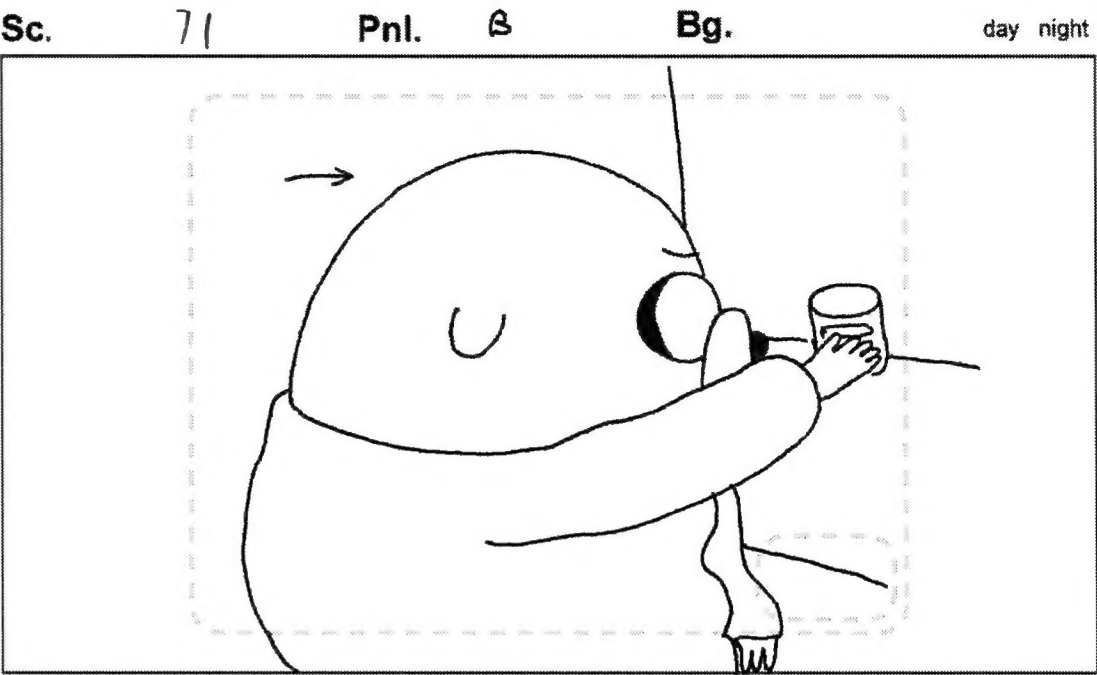
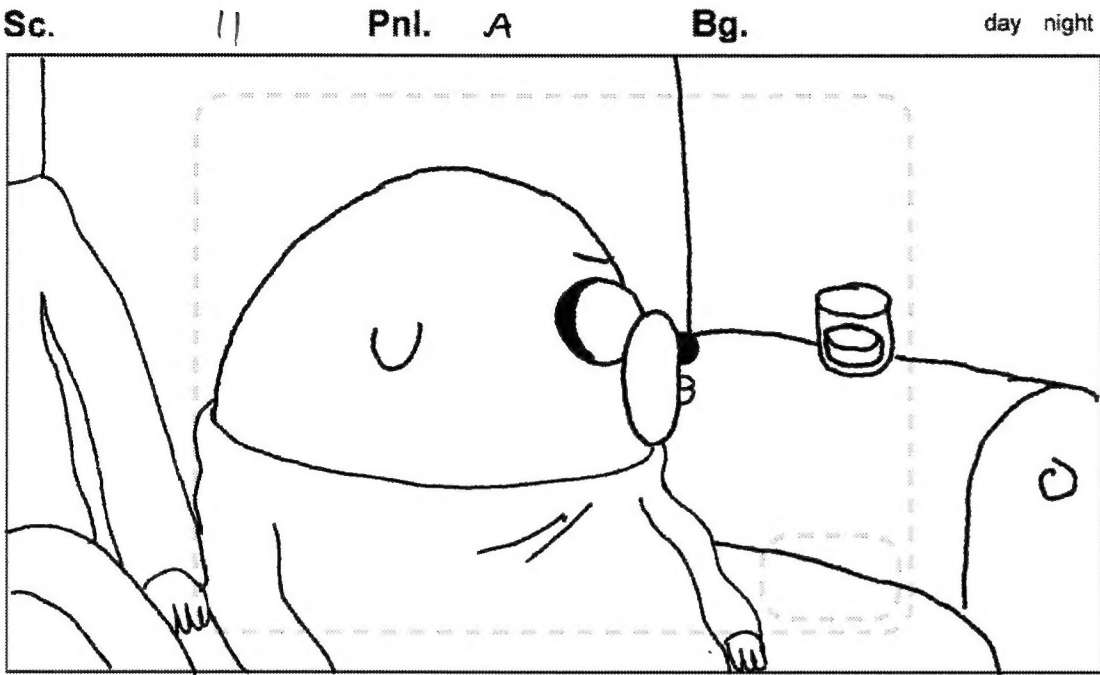
ADVENTURE TIME



Dialog:	① OH, YEAH . IT'S EXACTLY WHAT IT SAYS IT IS, HUH?	IT'S ROSEWATER.
Action:		
Timing:		

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ADVENTURE TIME



Dialog:
Action:
Timing:

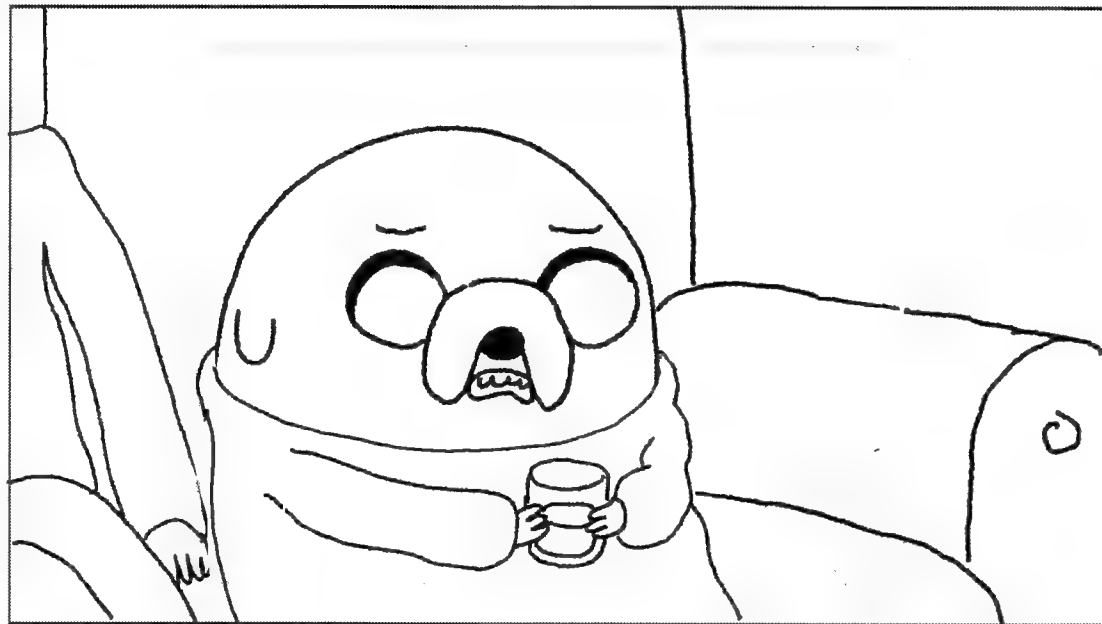
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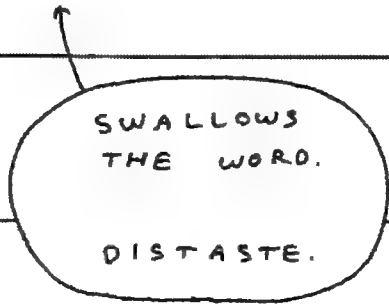


Sc. // Pnl. C Bg. day night



Sc. // Pnl. D Bg. day night



Dialog:	YEAH!	
①/	SO HEY , UH ,	
Dialog:	①/(CONT) GWAMPA .	
Action:	 A	 B
Timing:	ABAB SWISHES AROUND THE WATER.	
		

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EPISODE #  
Production :

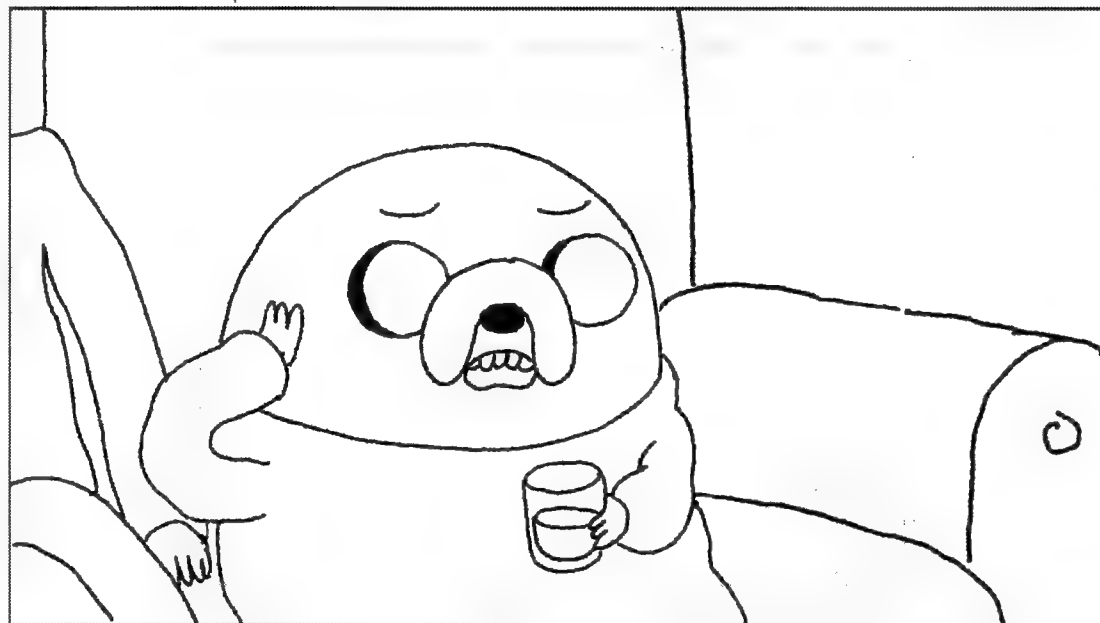
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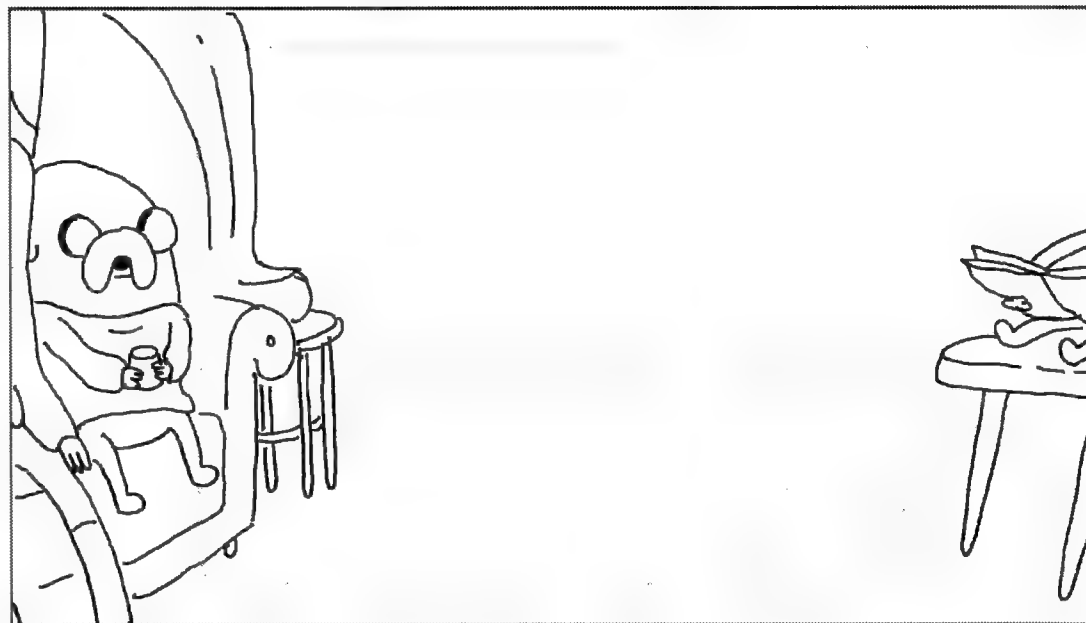


Page 10

Sc. 11 Pnl. E Bg. day night



Sc. 12 Pnl. A Bg. day night



Dialog:

U

MAYBE WE CAN HANG OUT  
WITH NEPTR? HE CAN  
RAP OR SOMETHING.

Action:

Timing:

1034-228

EPISODE #

Production :



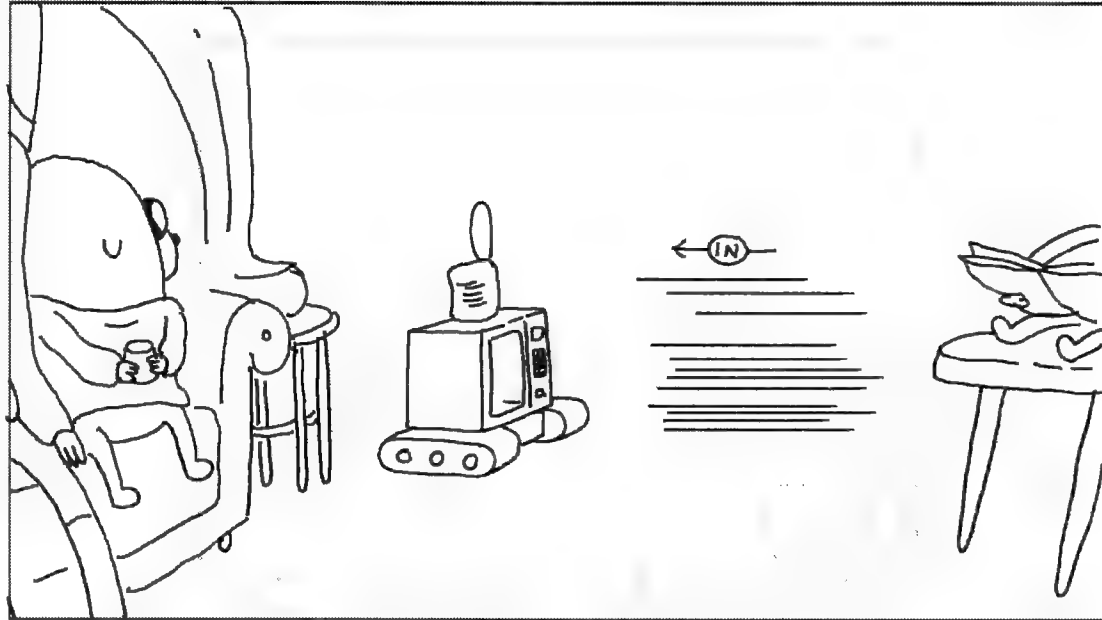
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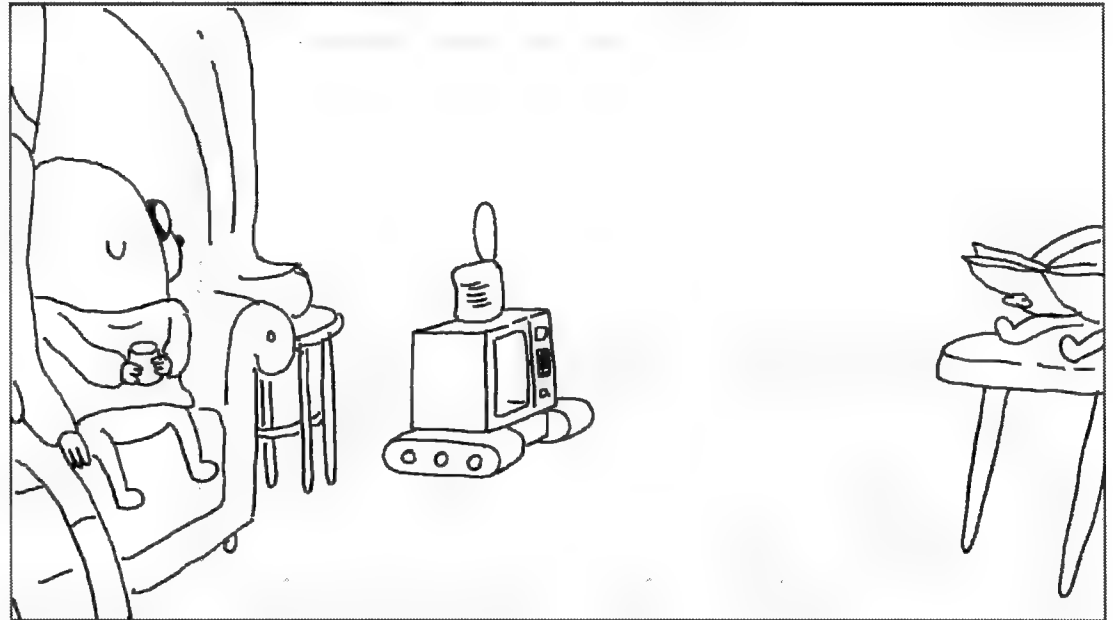


Page 11

Sc. 12 Pnl. B Bg. day night



Sc. 12 Pnl. C Bg. day night



Dialog:

(SFX) R R R R !

Action:

STOPS.

Timing:

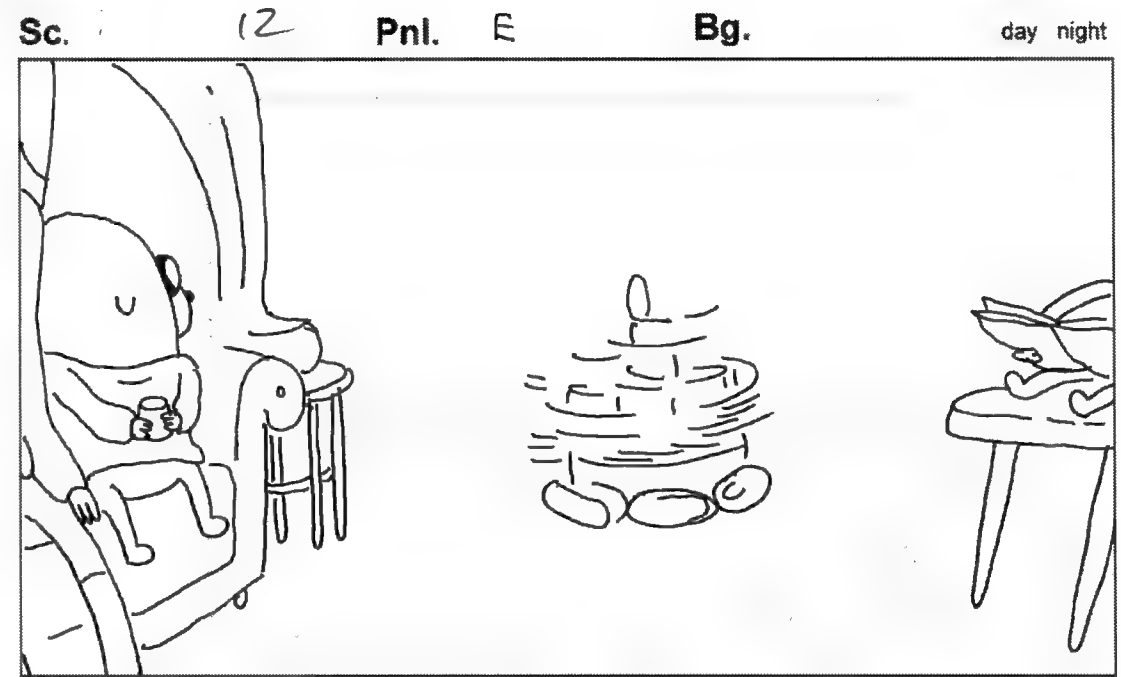
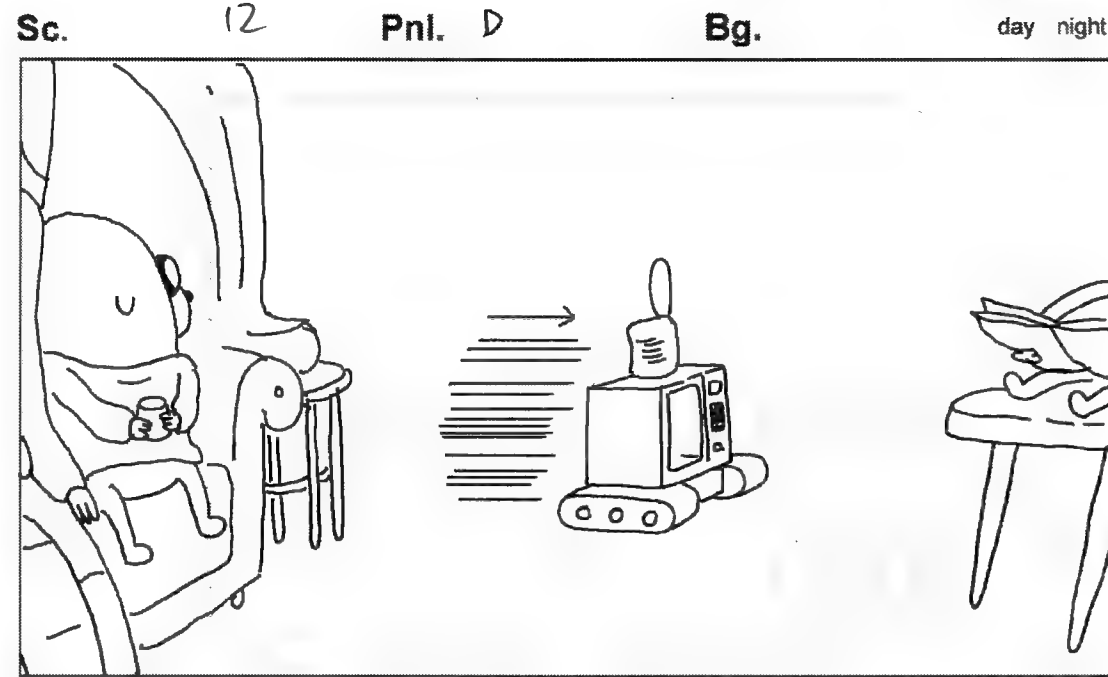
EPISODE # 1034-228

Production :

# ADVENTURE TIME



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Dialog:

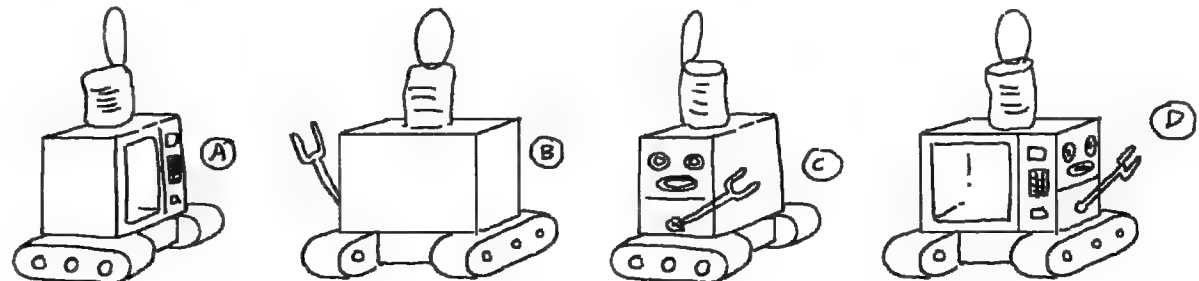
(SFX) R R R R !

(SFX) R R R R !

Action:

SPINS RAPIDLY.

Timing:



EPISODE # 1034-228

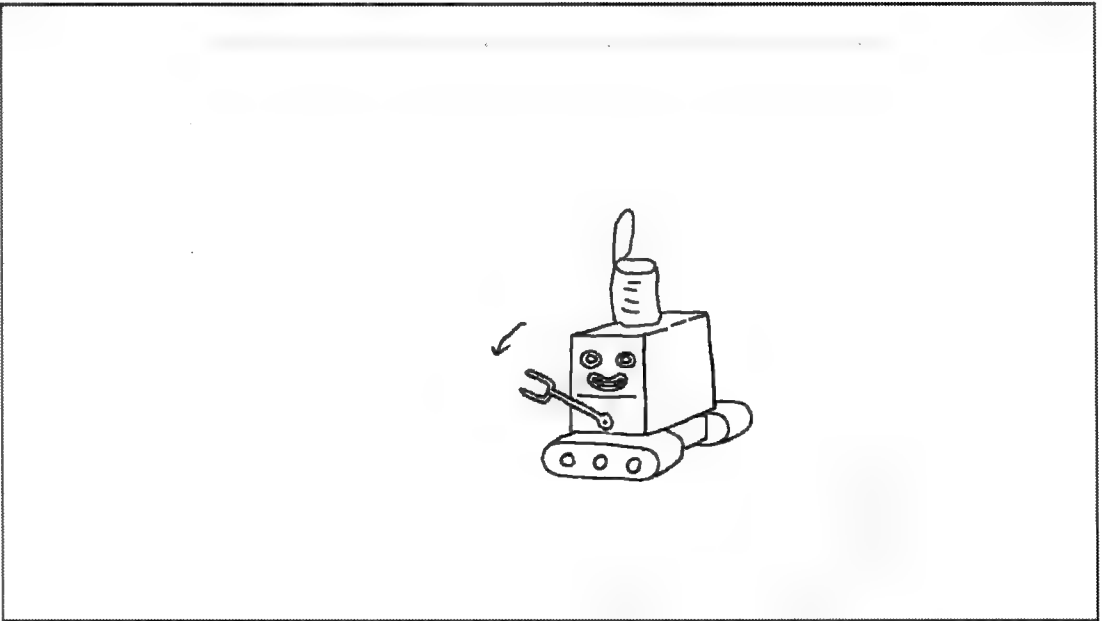
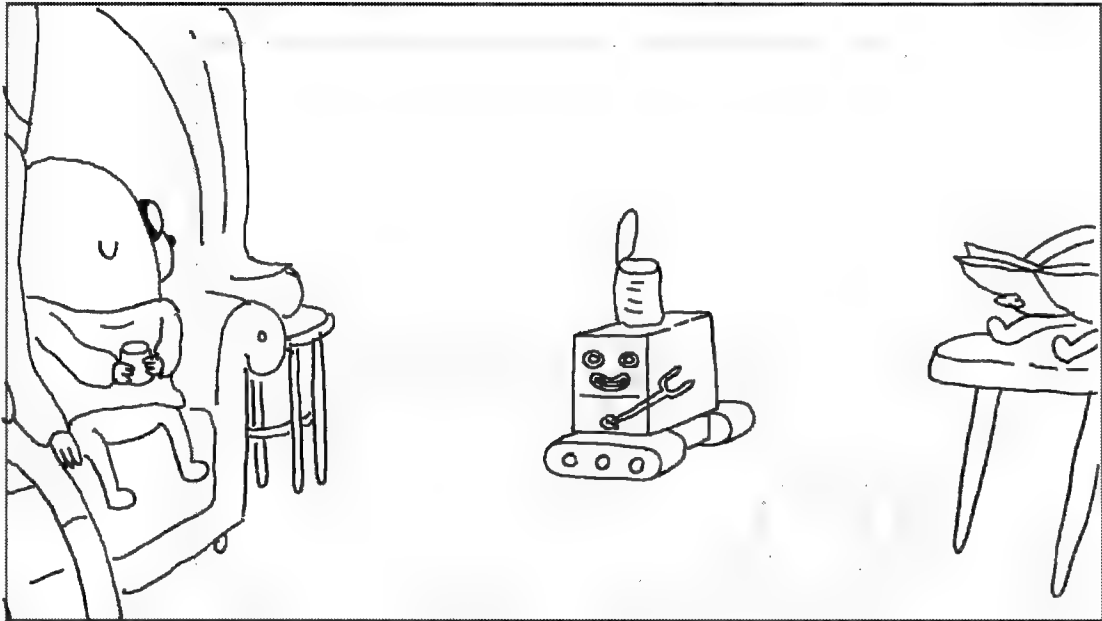
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ADVENTURE TIME



Sc. 12 Pnl. 5 Bg. day night Sc. 12 Pnl. 6 Bg. day night



Dialog:
(N) H I !
Action:
Timing:

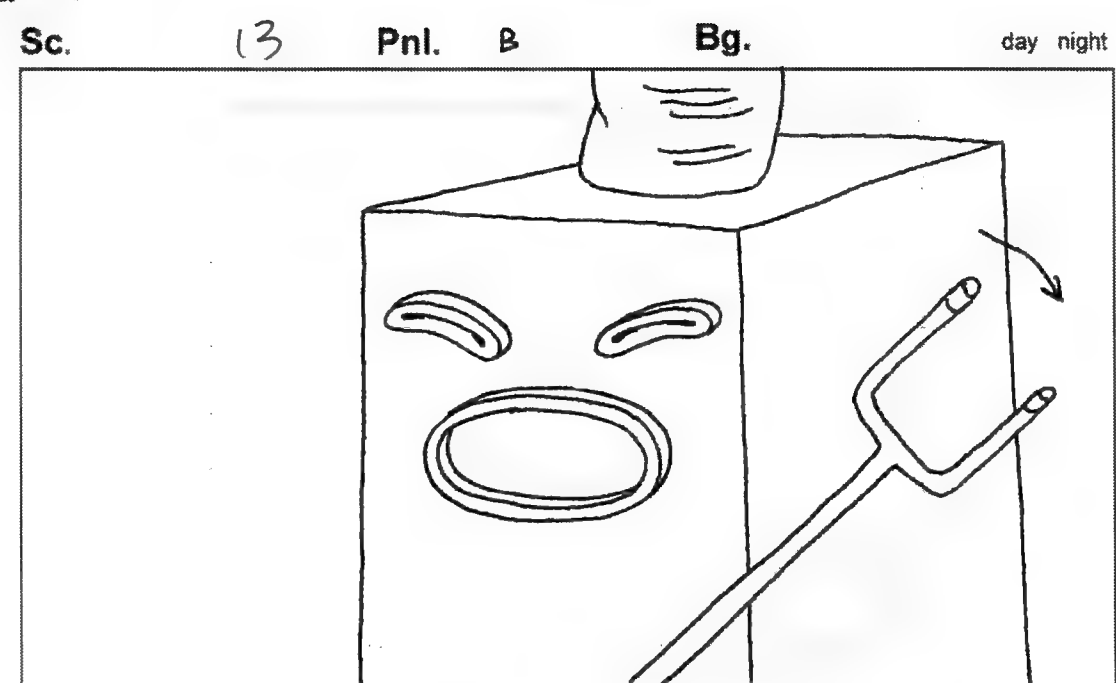
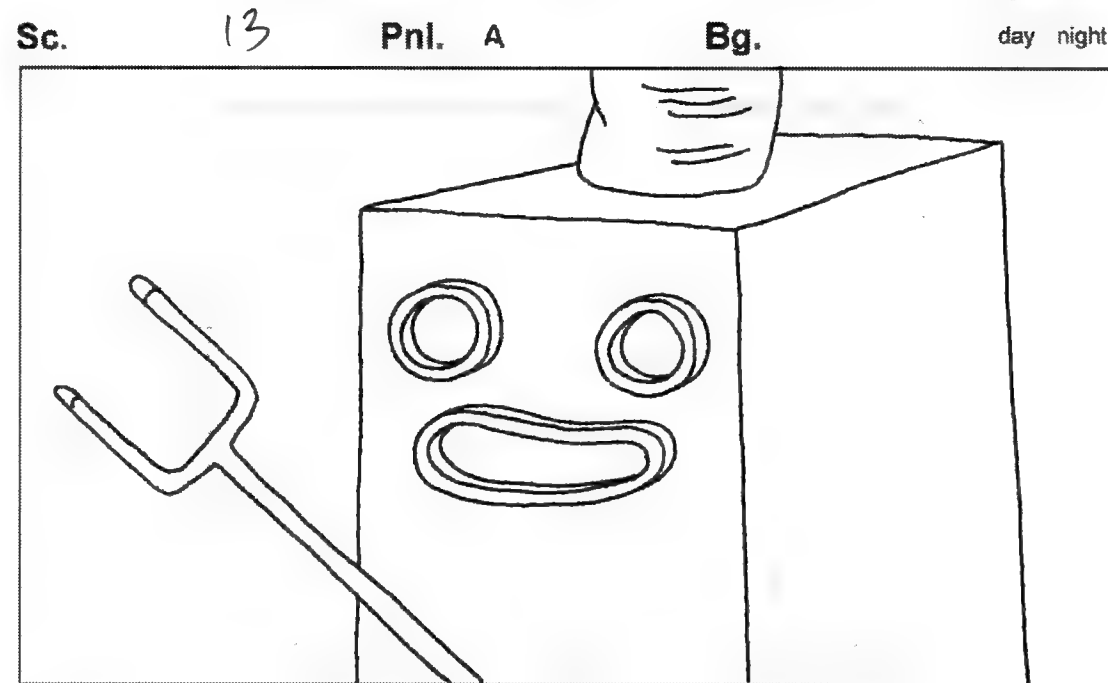
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# ADVENTURE TIME



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Dialog:

② ♪ B-B-B-BREAD.  
WHERE'S MY  
NEEDLE AND THREAD ♪

Action:

Timing:

QUALITY RAP.

EPISODE # 1034-228

Production :

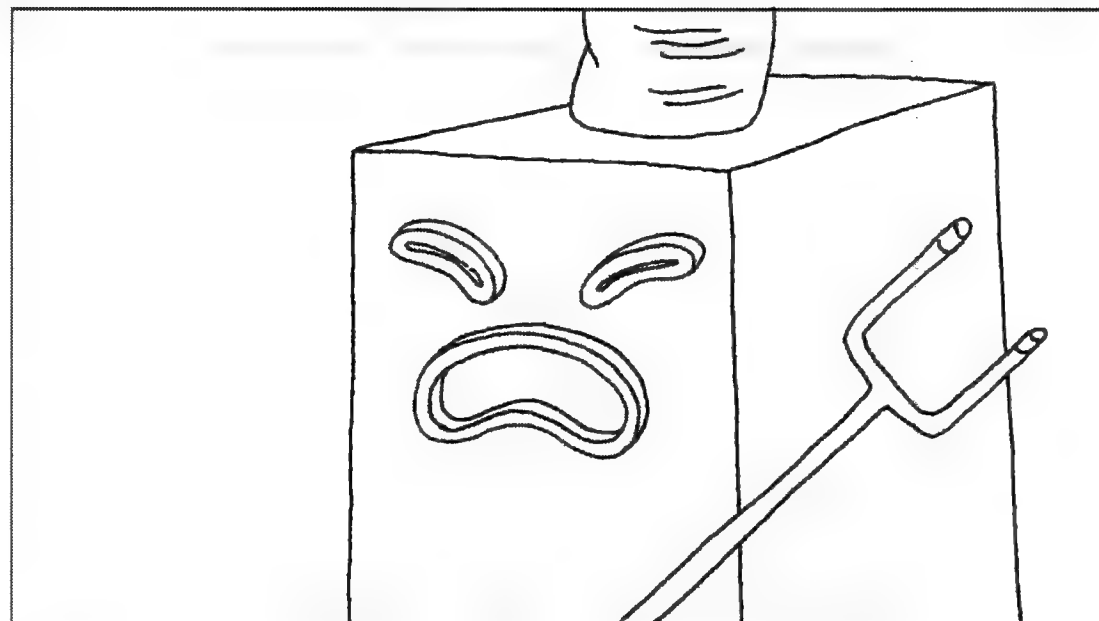
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# ADVENTURE TIME

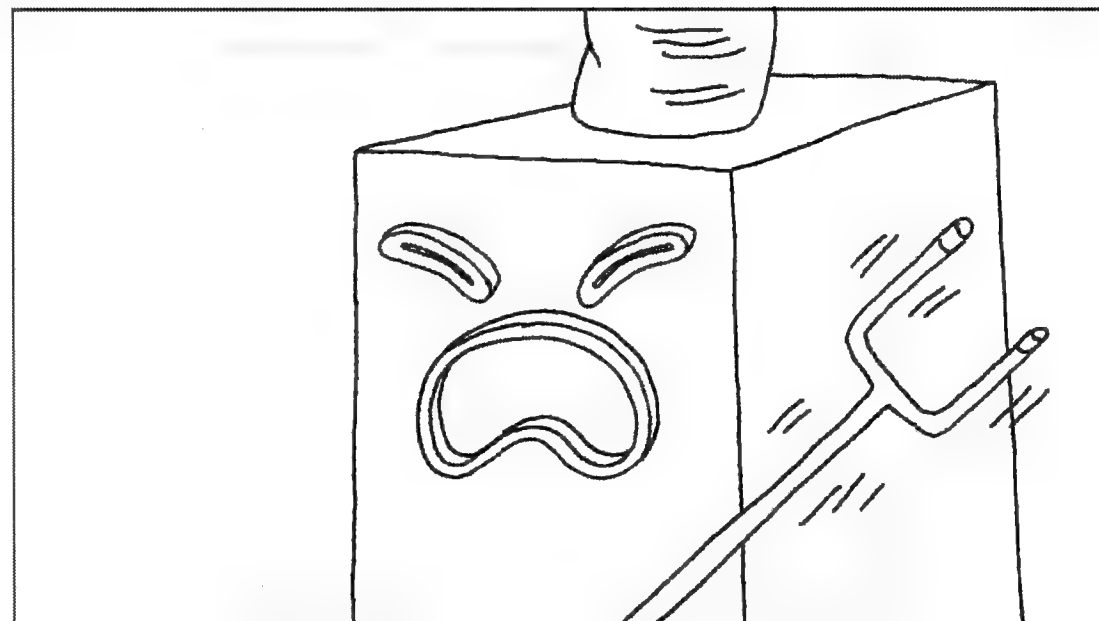


Page 15

Sc. 13 Pnl. c Bg. day night



Sc. 13 Pnl. d Bg. day night



Dialog:

(N) EG-G-G-EGGS. I AM GOING TO BED! (N) M-M-M-MEAT-

Action:

Timing:

THIS IS THE  
BEST RAP THAT I  
COULD WRITE. S.W.

1034-228

EPISODE #

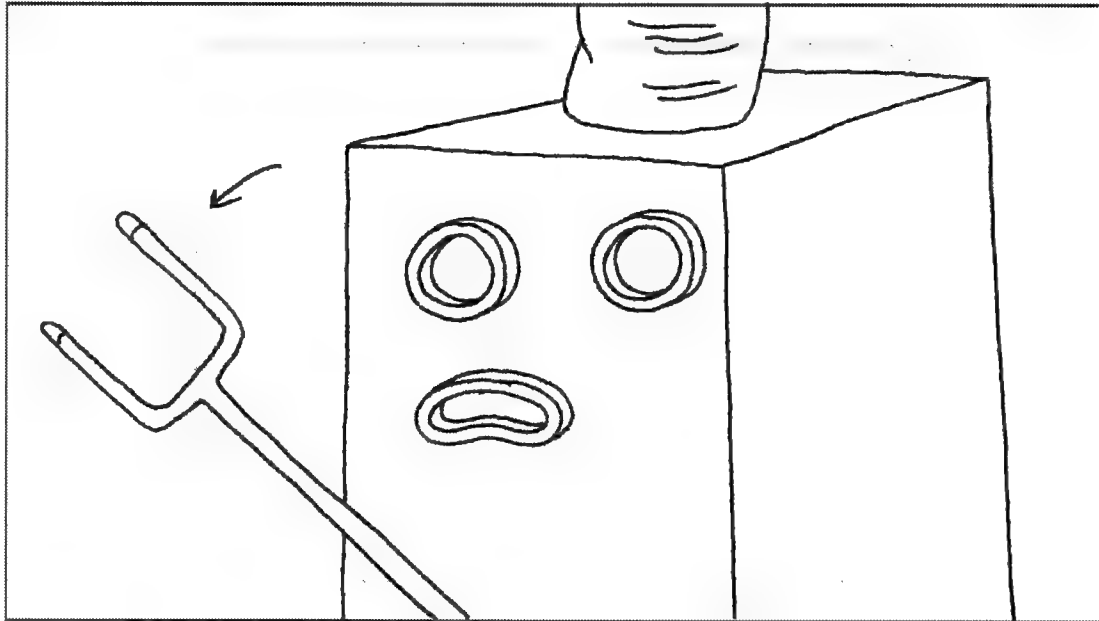
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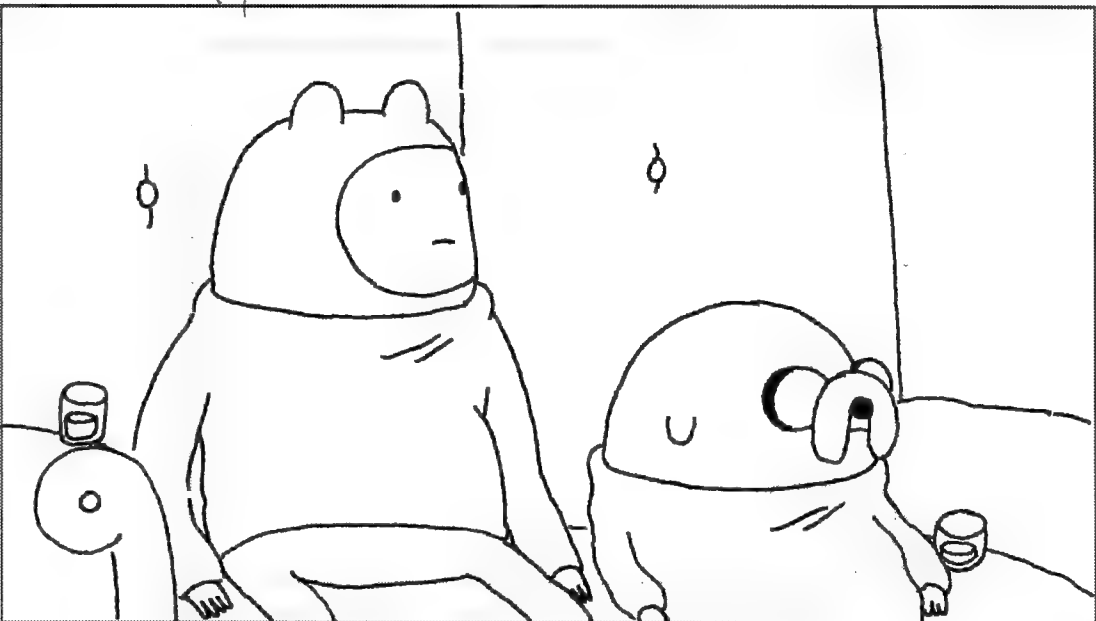
ADVENTURE TIME



Sc. 1 13 Pnl. E Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:
<p>(M) (OS) NO ! ! ! !</p>
Action:
<p>S . P .</p>
Timing:

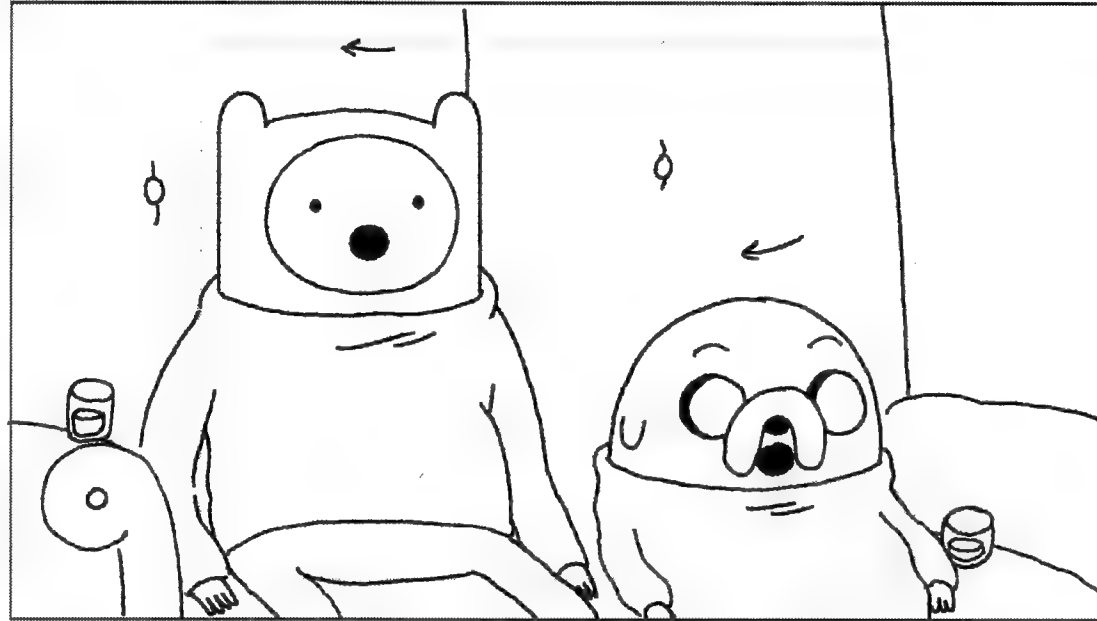
EPISODE # 1034-228  
Production :

# ADVENTURE TIME

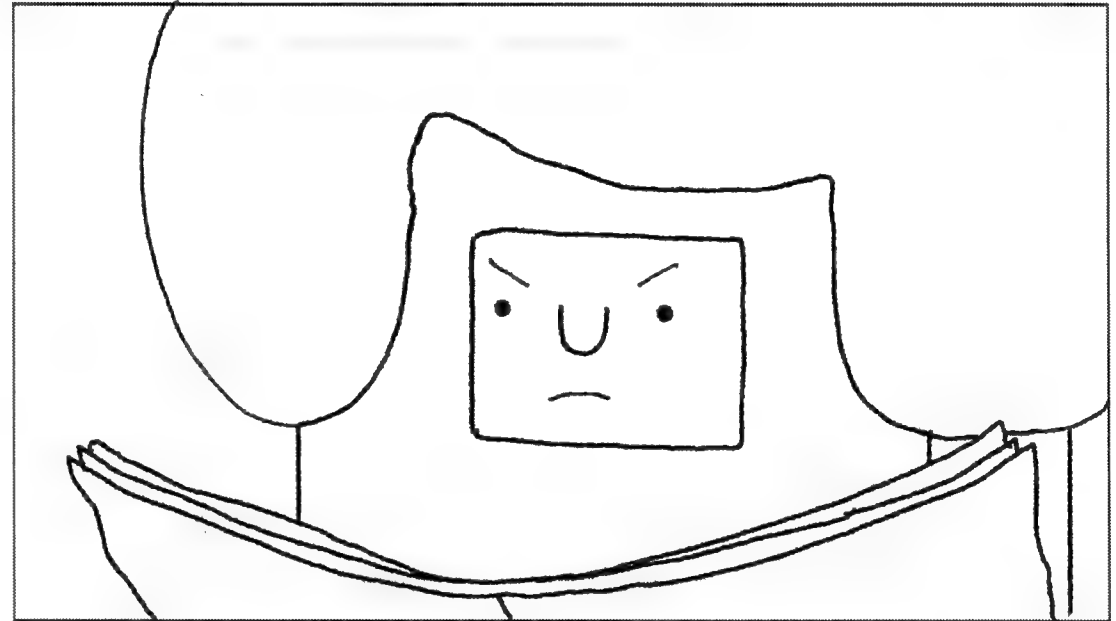


Page 17

Sc. 14 Pnl. B Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog:

F+J G A S P . . .

Action:

Timing:

EPISODE # 1034-228

Production :

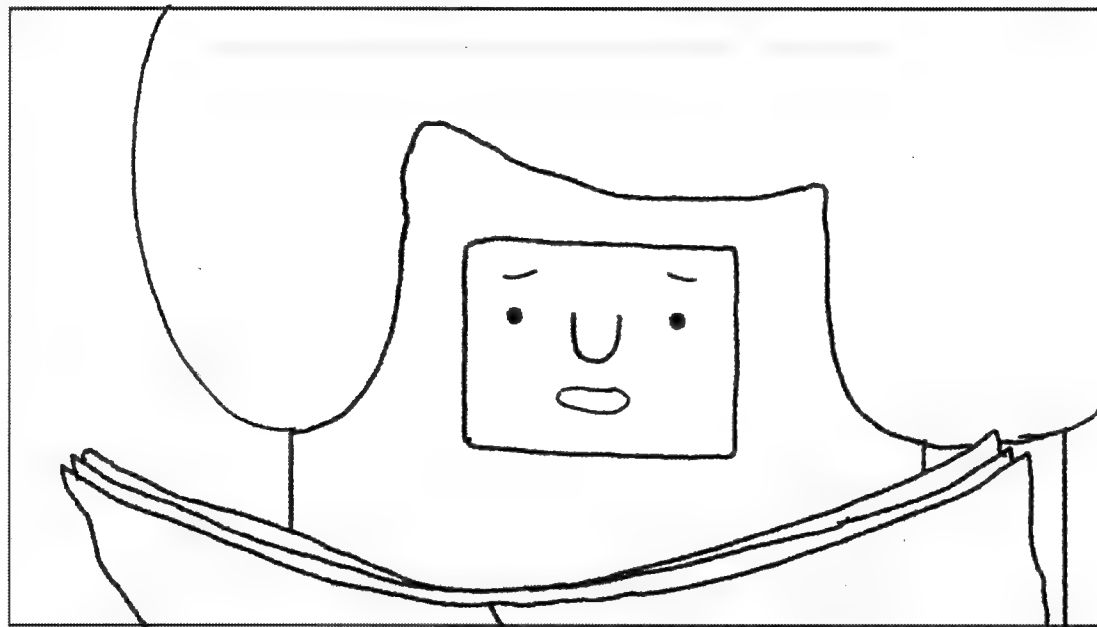
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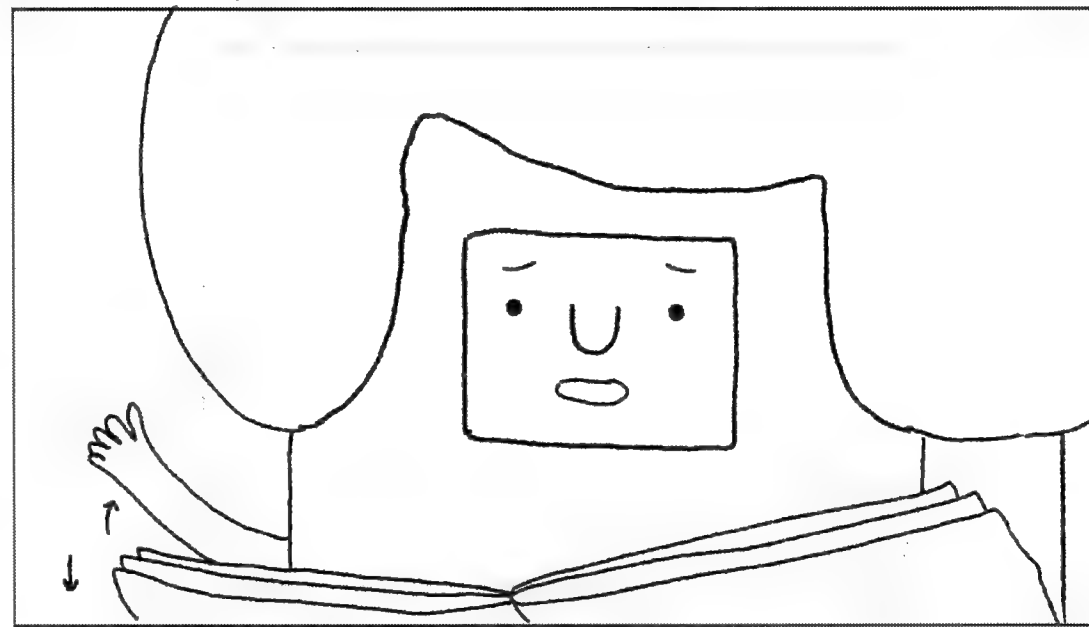


Page 18

Sc. 1 15 Pnl. B Bg. day night



Sc. 1 15 Pnl. C Bg. day night



Dialog:

(M) I'M SORRY, I MEAN,  
NEPTR IS TOO DISTRACTING.

(M) WE STILL NEED TO GET TO  
KNOW EACH OTHER.

Action:

Timing:

EPISODE # 1034-228

Production :



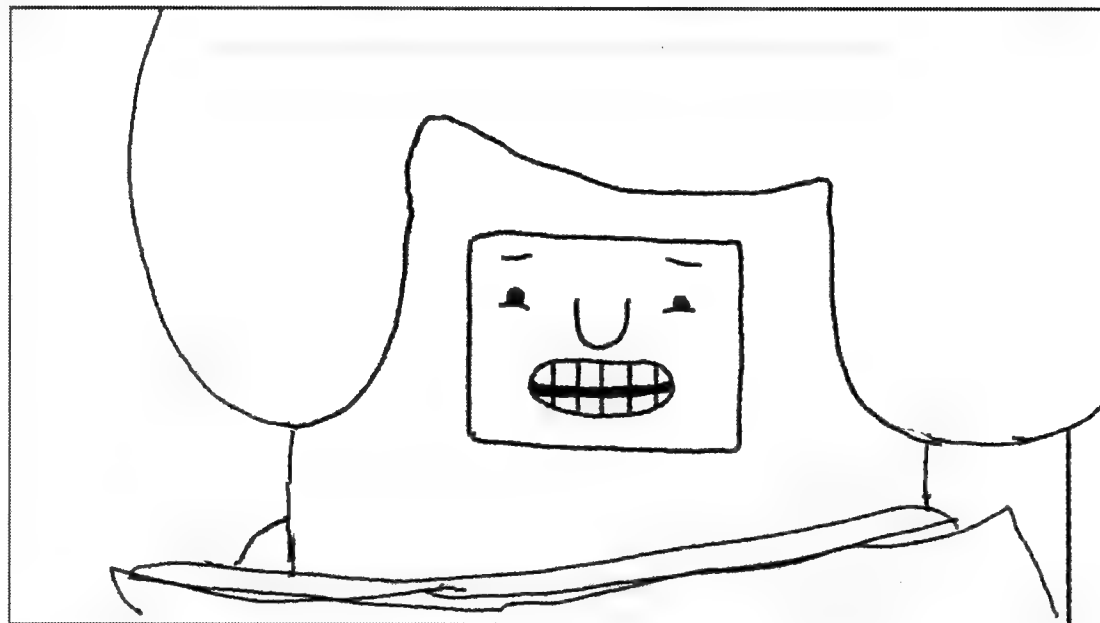
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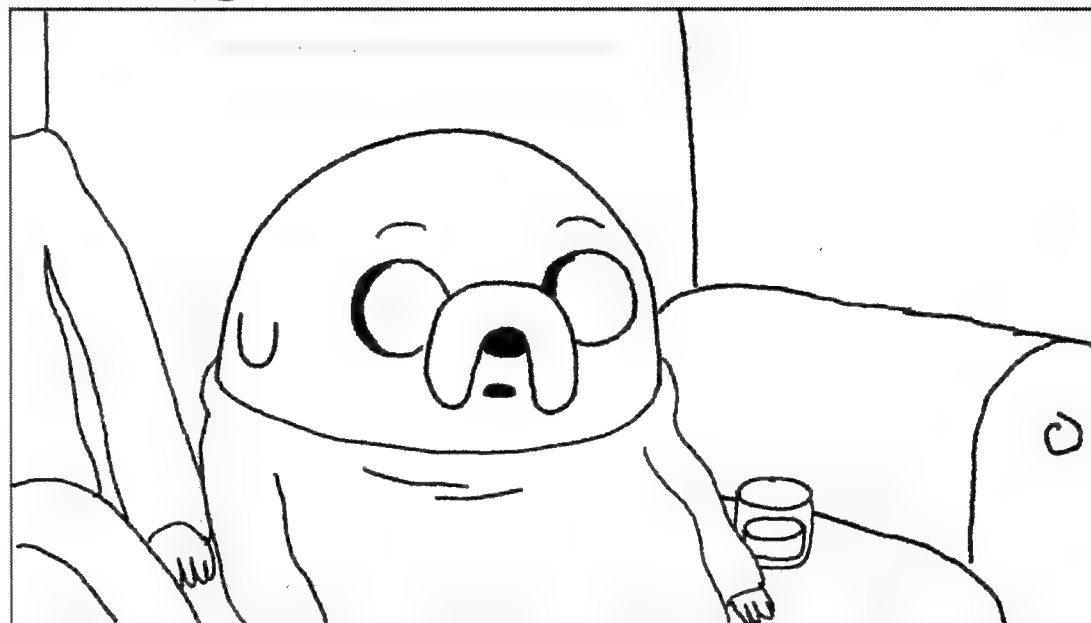


Page 19

Sc. 15 Pnl. D Bg. day night



Sc. 16 Pnl. A Bg. day night



Dialog:

(M) WHO, UH, " WANTS TO  
PLAY VIDEO GAMES ? "

Action:

Timing:

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EPISODE #

Production :

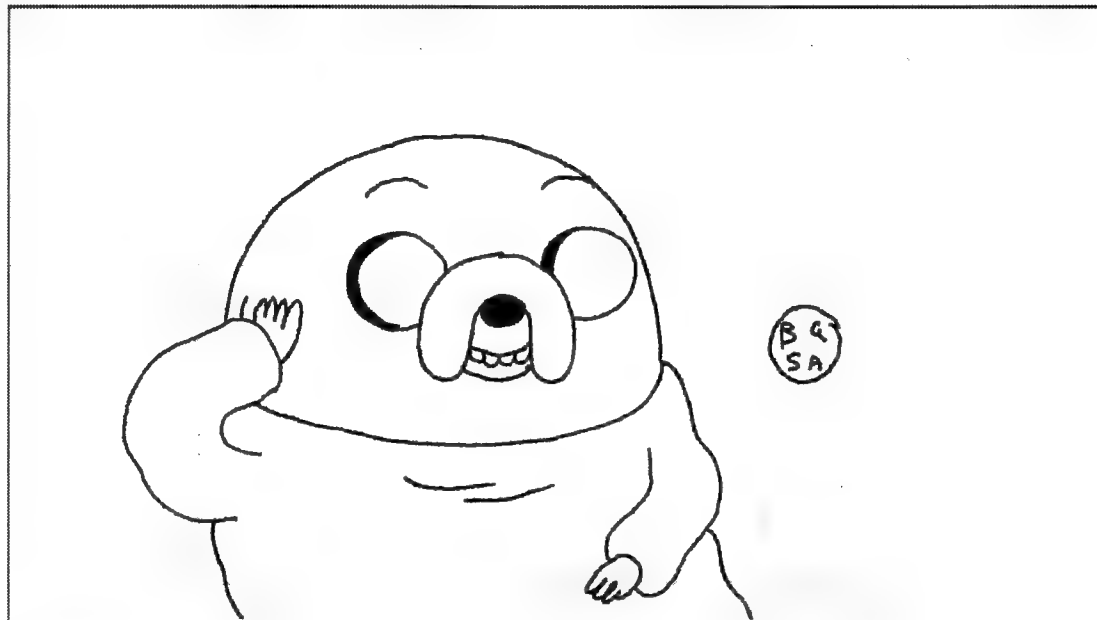
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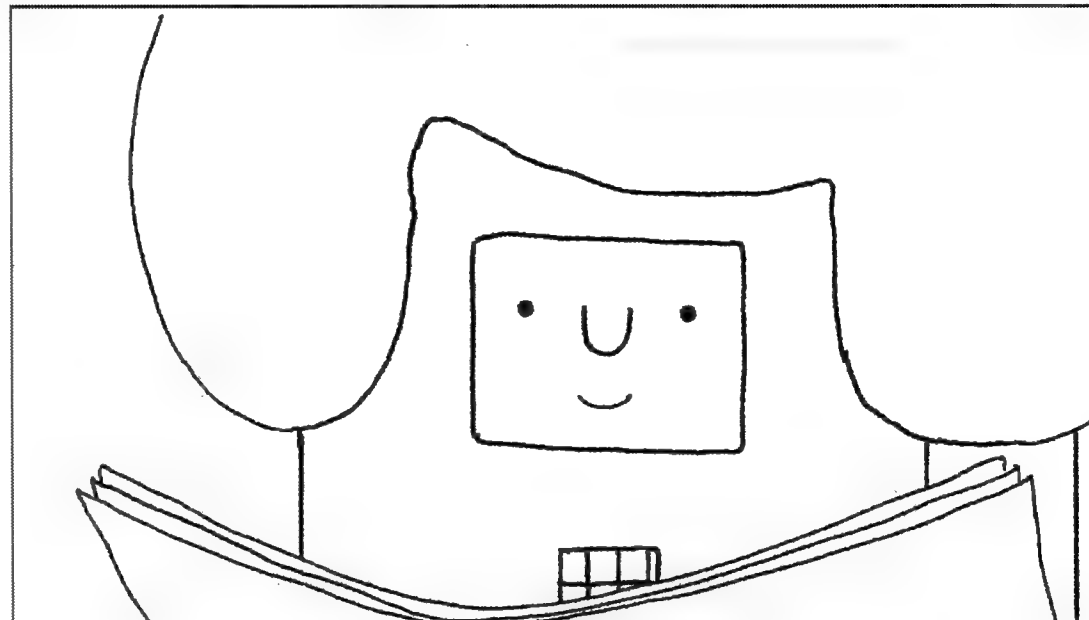


Page 20

Sc. 16 Pnl. B Bg. day night



Sc. 17 Pnl. A Bg. day night



Dialog:

① OH, YOU HAVE GAMES LIKE  
BMO? LET'S DO THAT,

Action:

GWAMPA .

Timing:

EPISODE # 1034-228

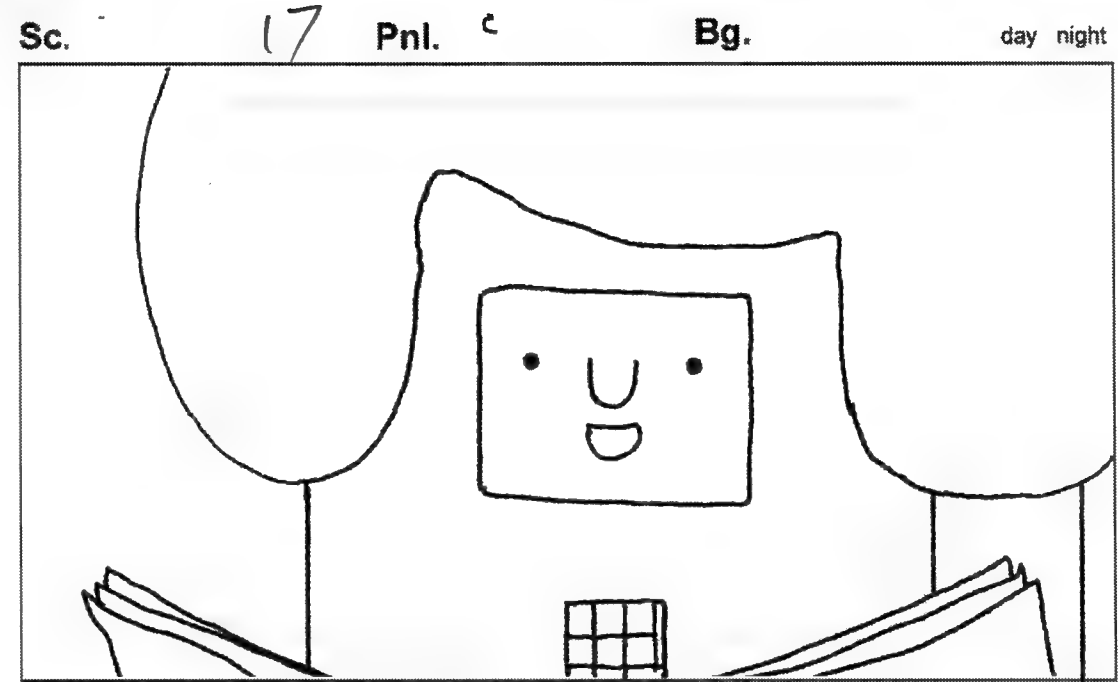
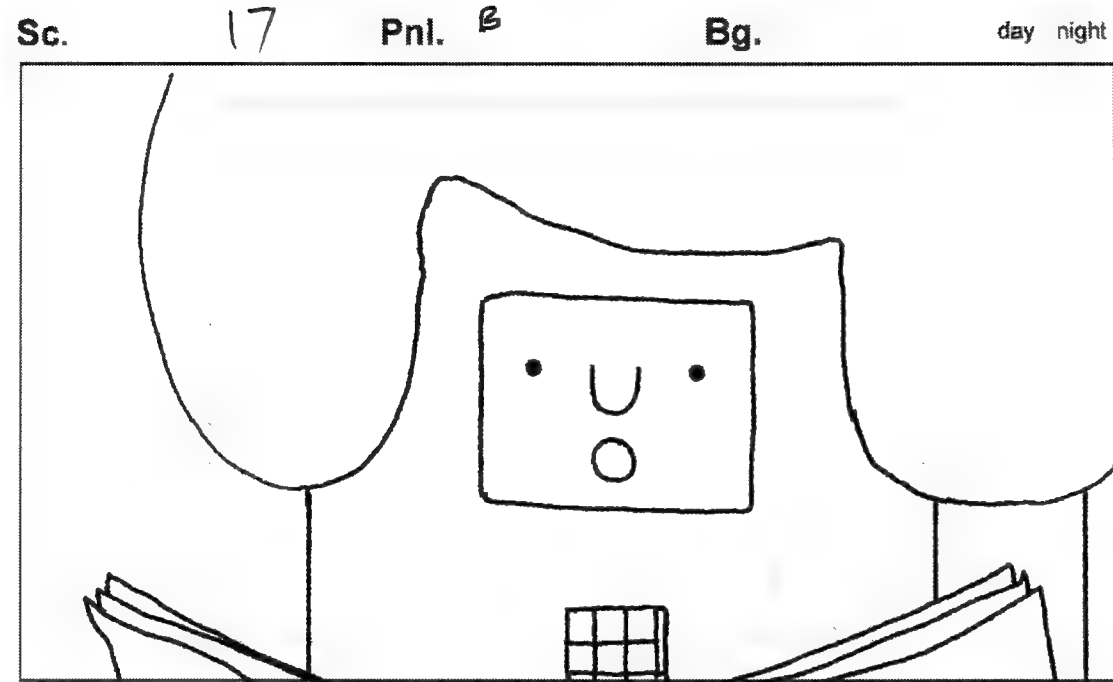
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Dialog:

Ⓜ/ HO! HO!

Ⓜ/ I HAVE ONE VIDEO GAME,

Action:

Timing:

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EPISODE #

Production :

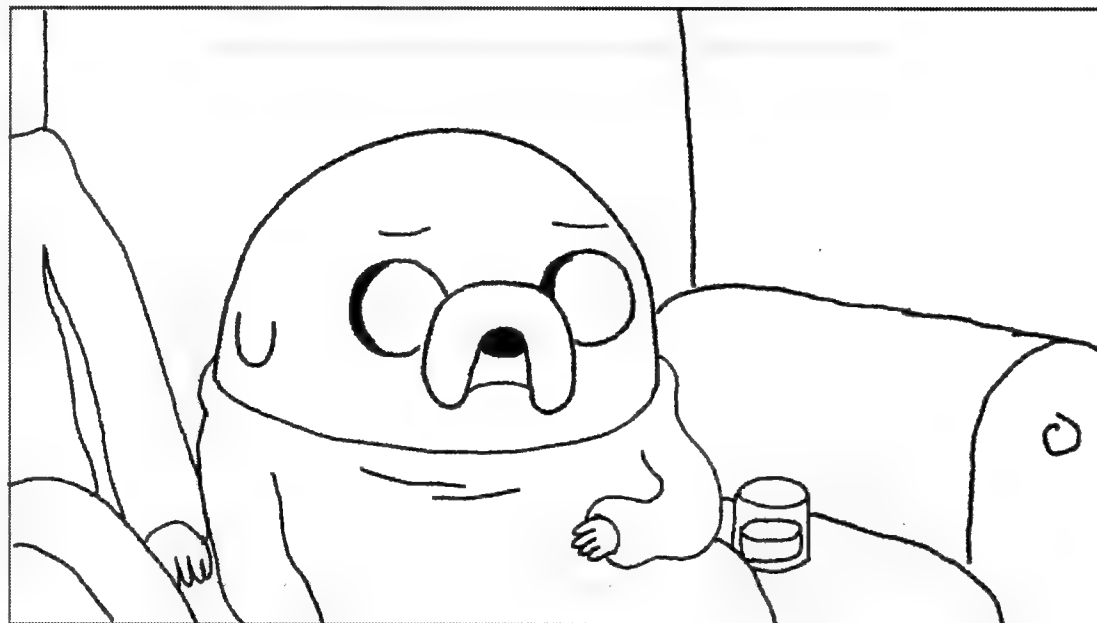
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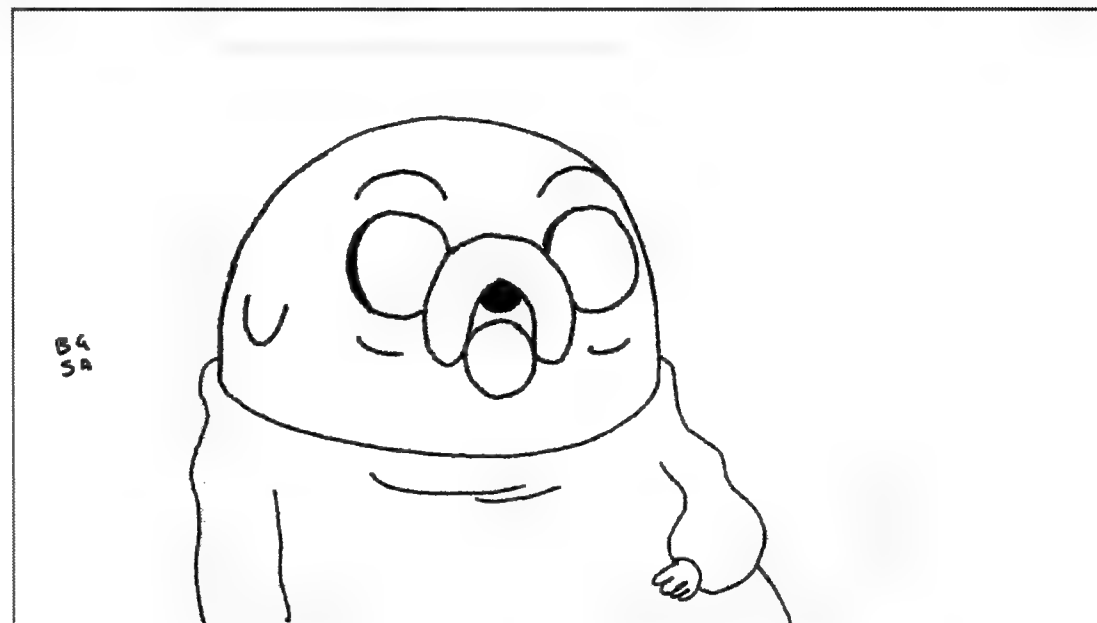


Page 22

Sc. 18 Pnl. A Bg. day night



Sc. 18 Pnl. B Bg. day night



Dialog:

(M) / (OS) (CONT) IT'S CALLED  
"HANG MAN."

(J) = GASP =

Action:

Timing:

EPISODE #

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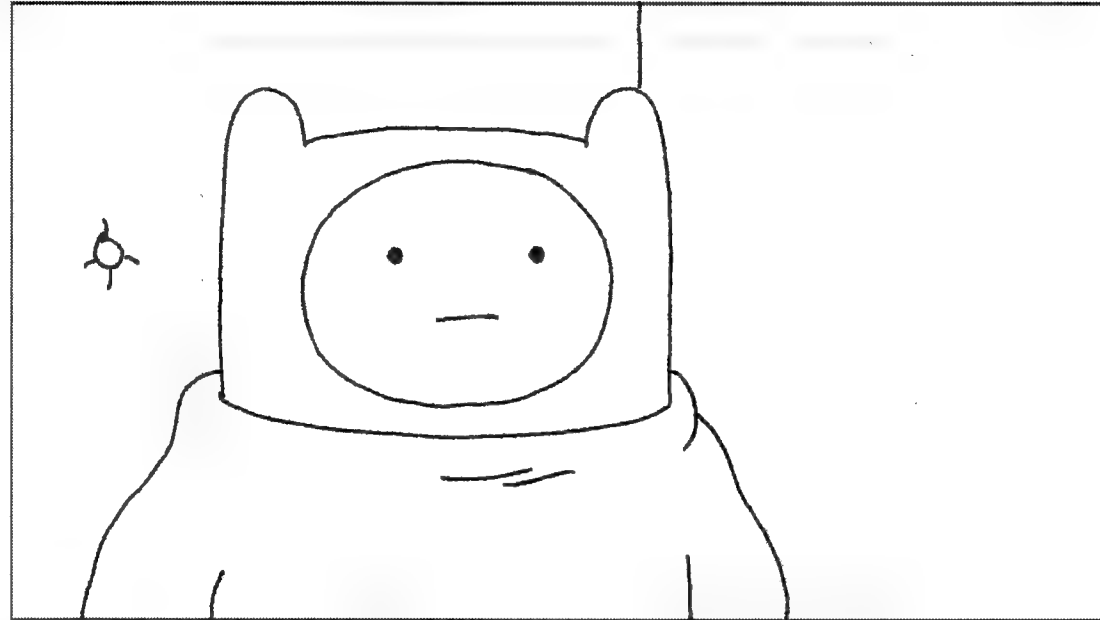
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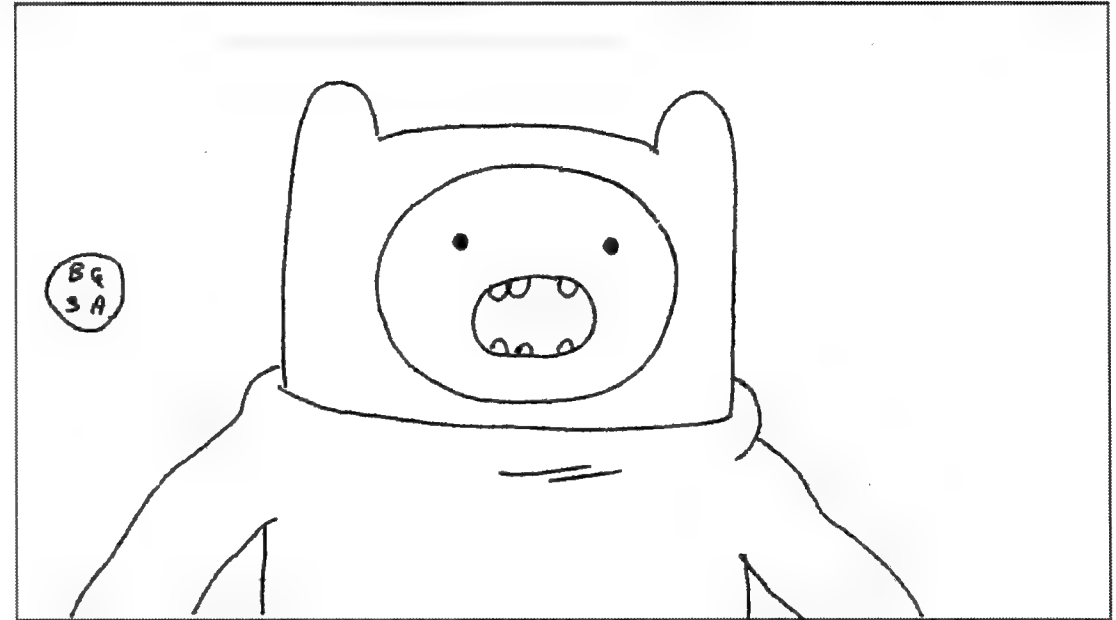


Page 23

Sc. : 19 Pnl. A Bg. day night



Sc. : 19 Pnl. B Bg. day night



Dialog:

Ⓕ HANG MAN!?

Action:

THAT SOUNDS

GRIZ AS NUTS!

Timing:

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Production :

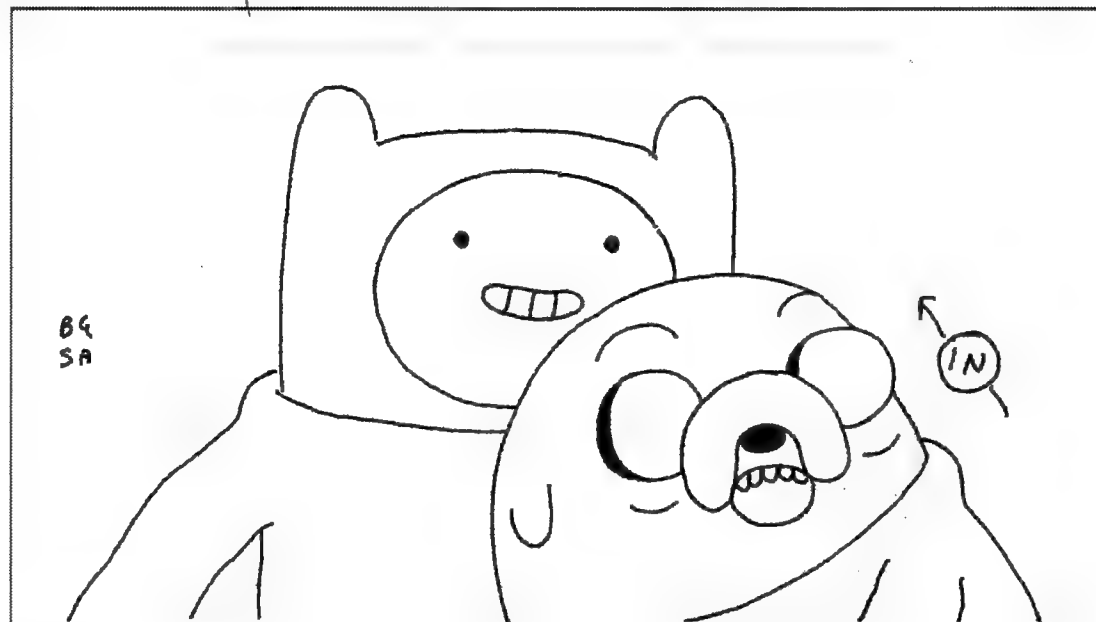
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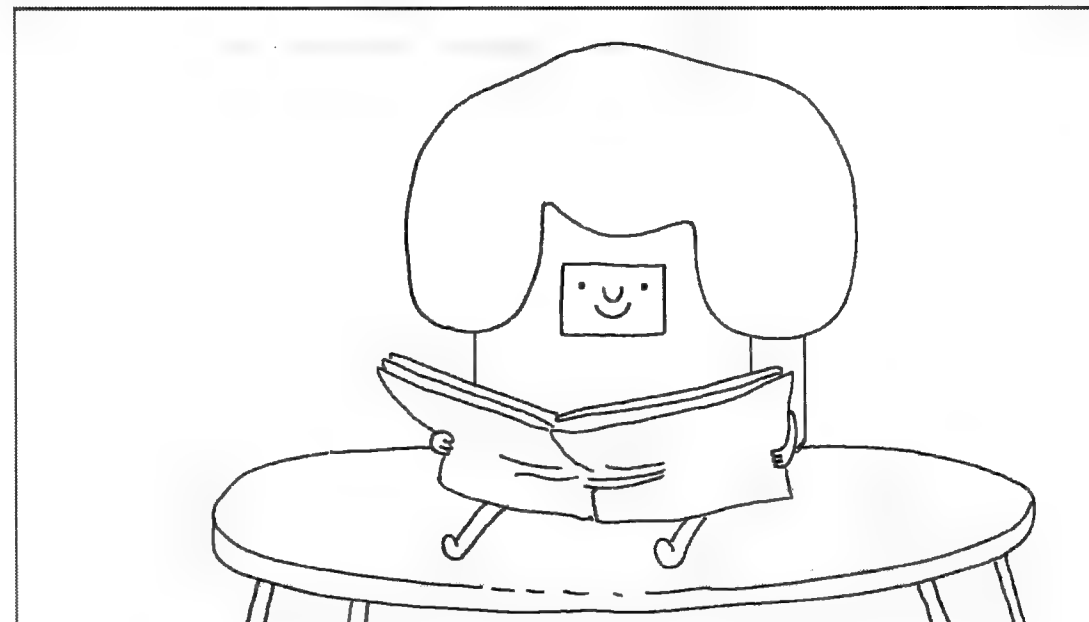


Page 24

Sc. 1 Pnl. c Bg. day night



Sc. 20 Pnl. A Bg. day night



Dialog:

① YEAH, LETS PLAY HANG -  
A- MAN. I WANT TO HANG

Action:

A MAN.

Timing:

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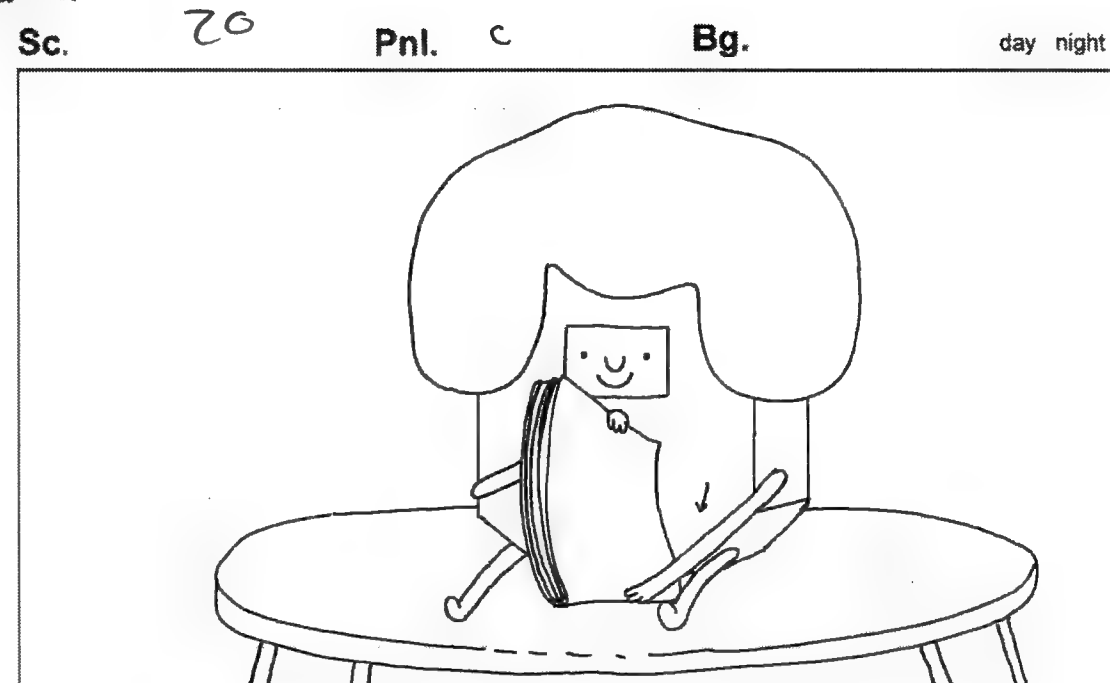
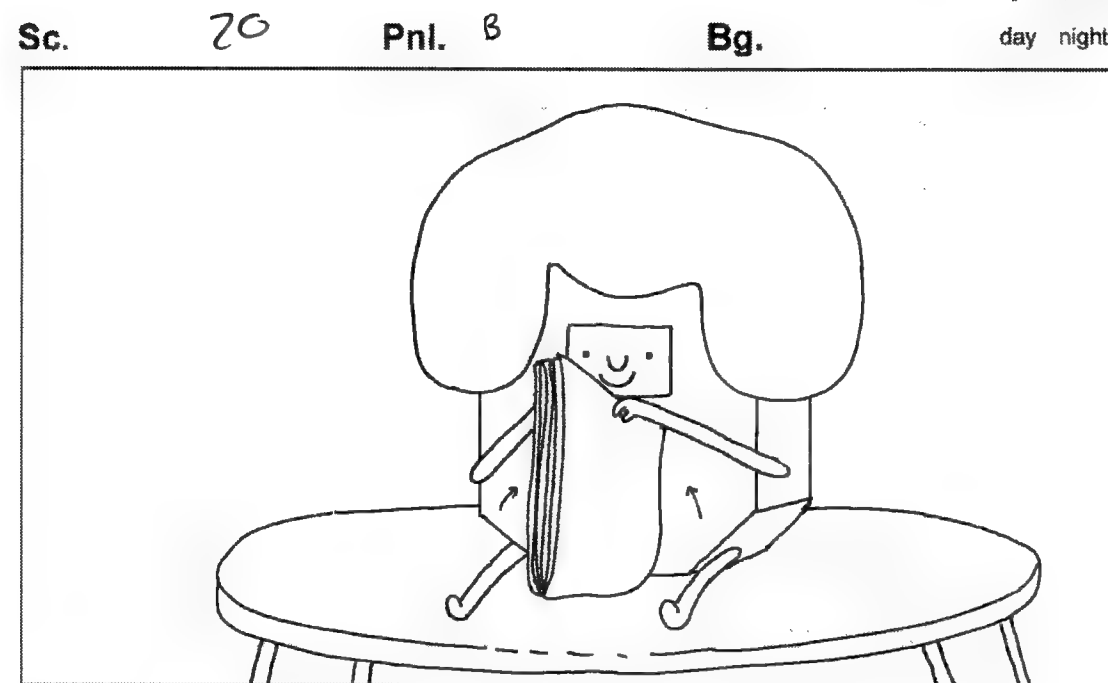
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Dialog:

Action:

Timing:

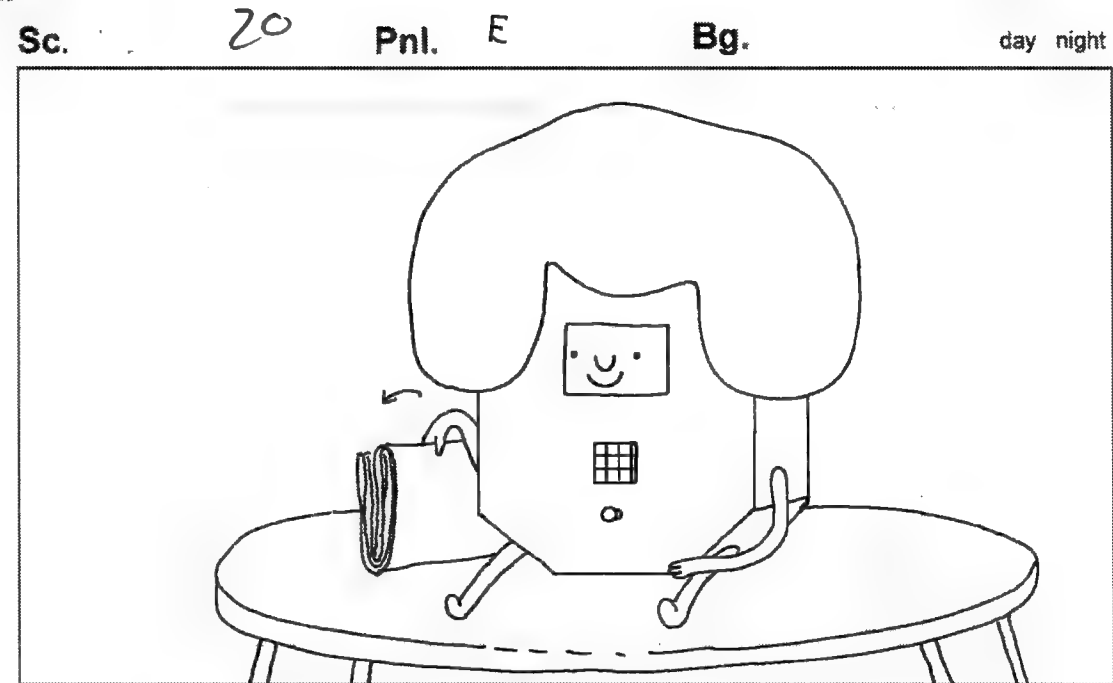
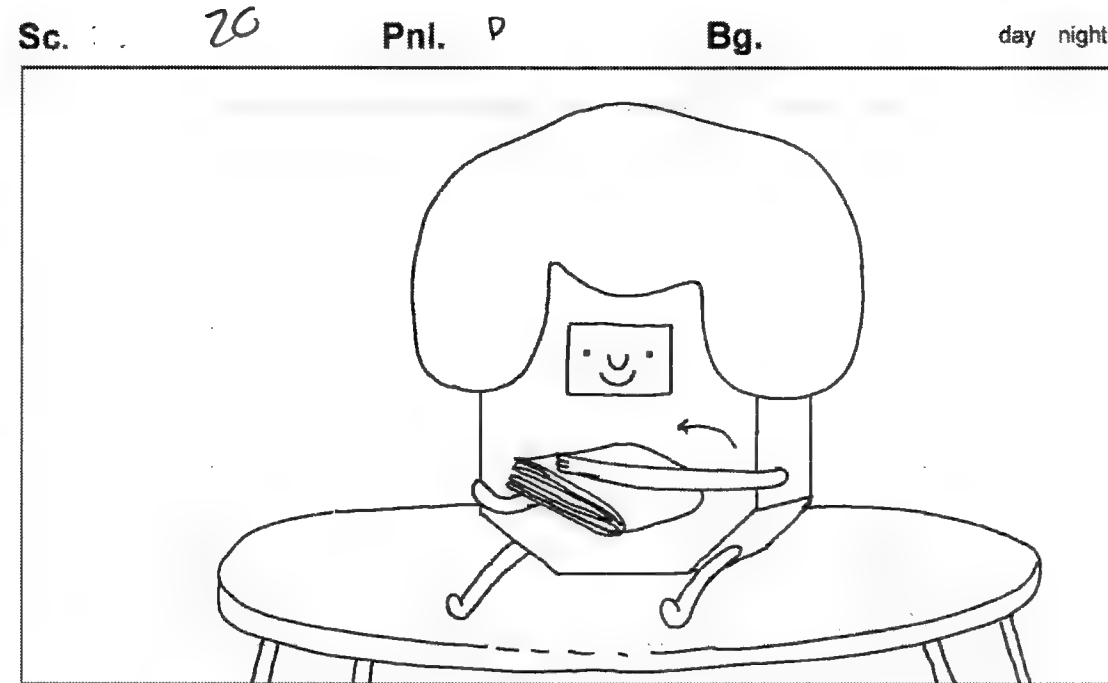
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# ADVENTURE TIME



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Dialog:

Action:

Timing:

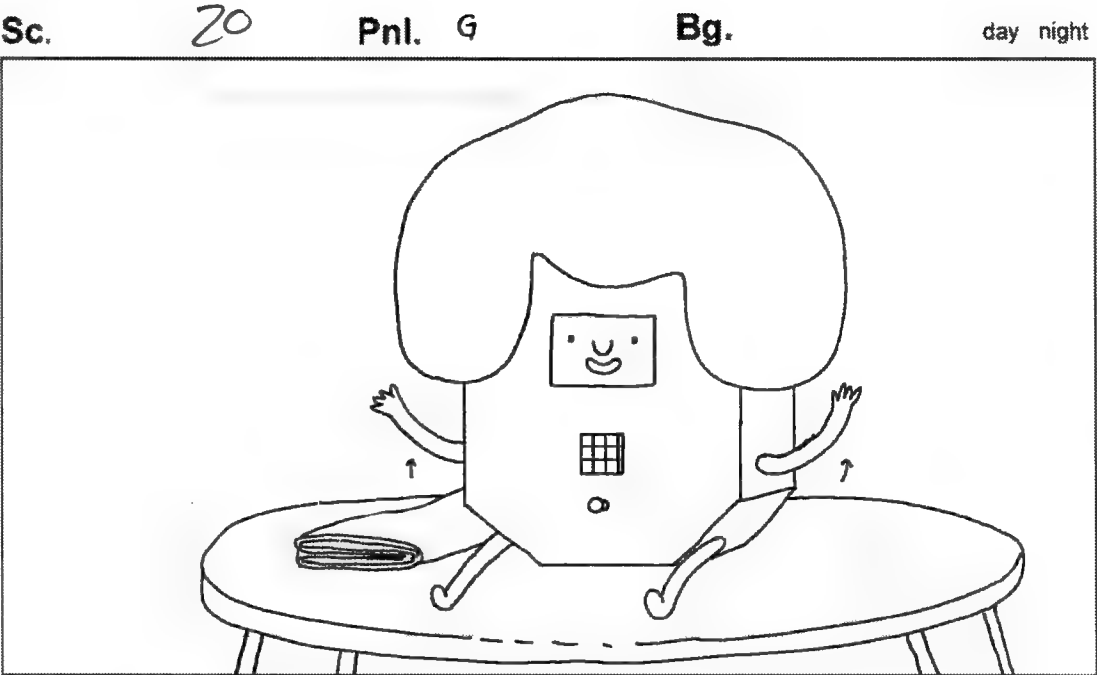
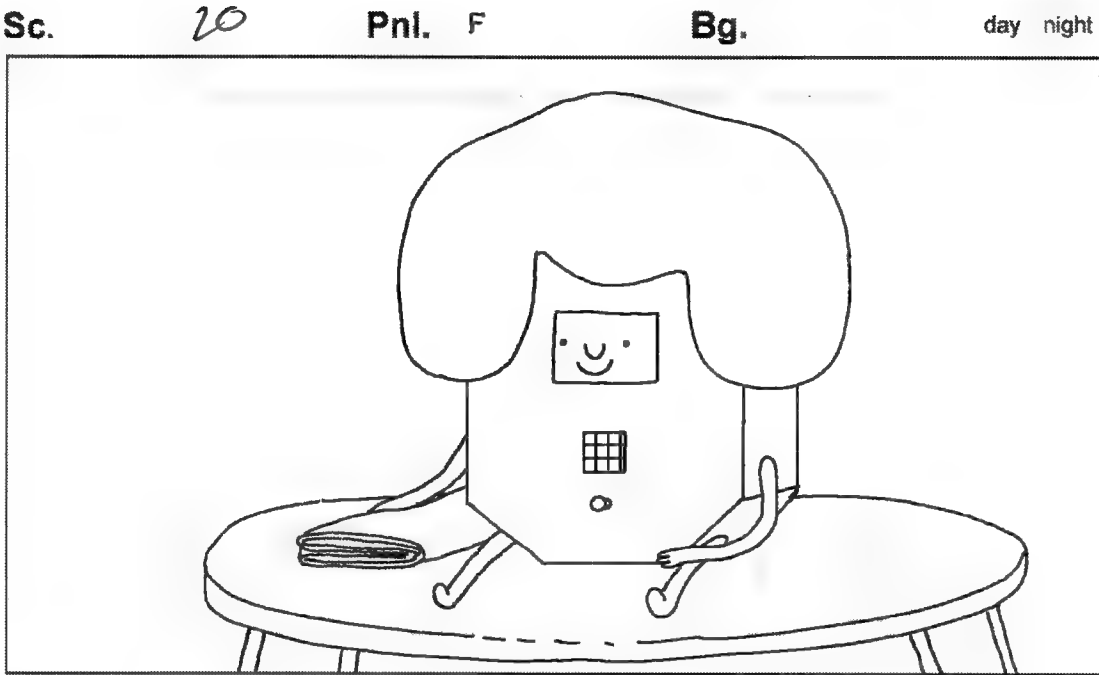
1034-228

EPISODE #

Production :



ADVENTURE TIME



Dialog:

Ⓜ HEH HEH, COMIN' RIGHT UP!

Action:

Timing:

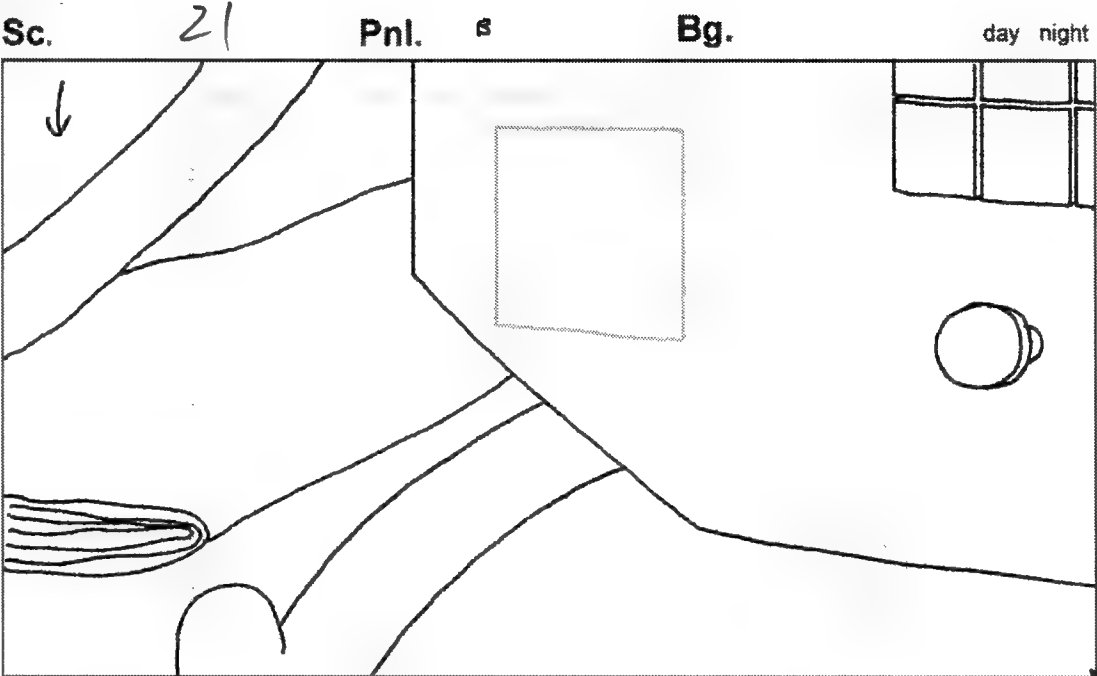
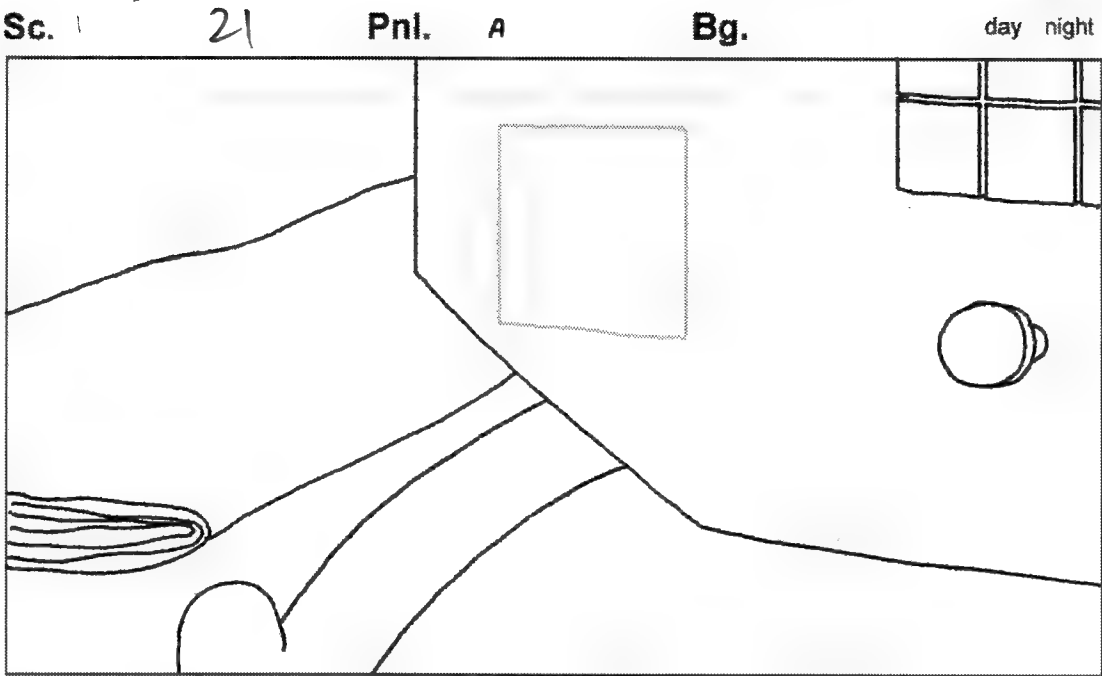
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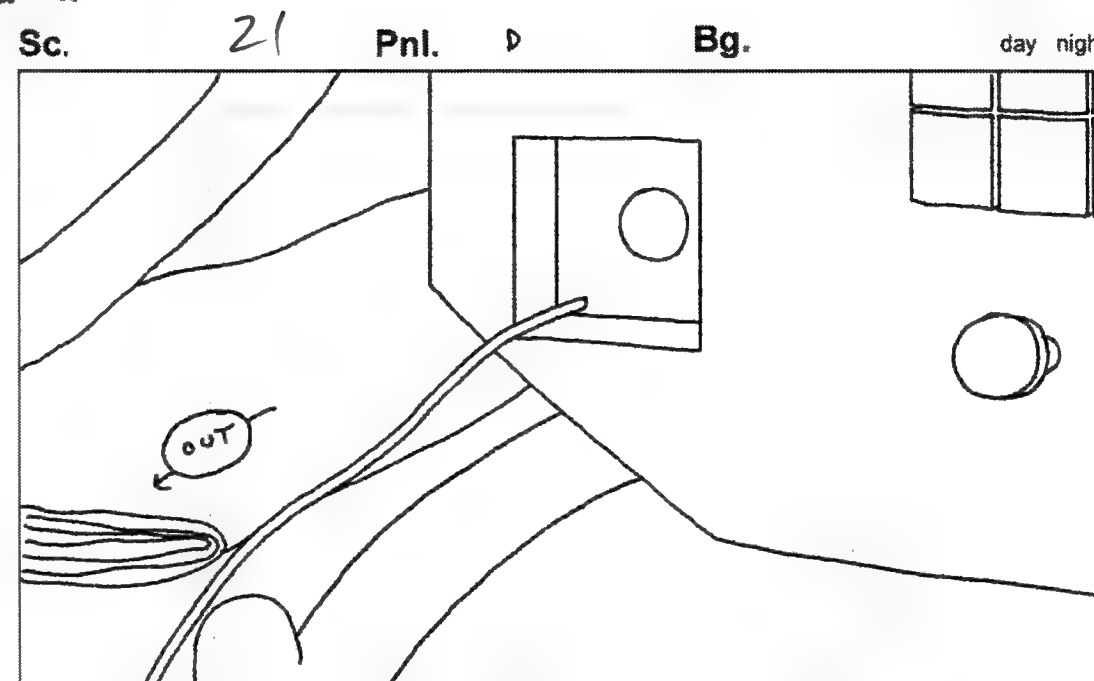
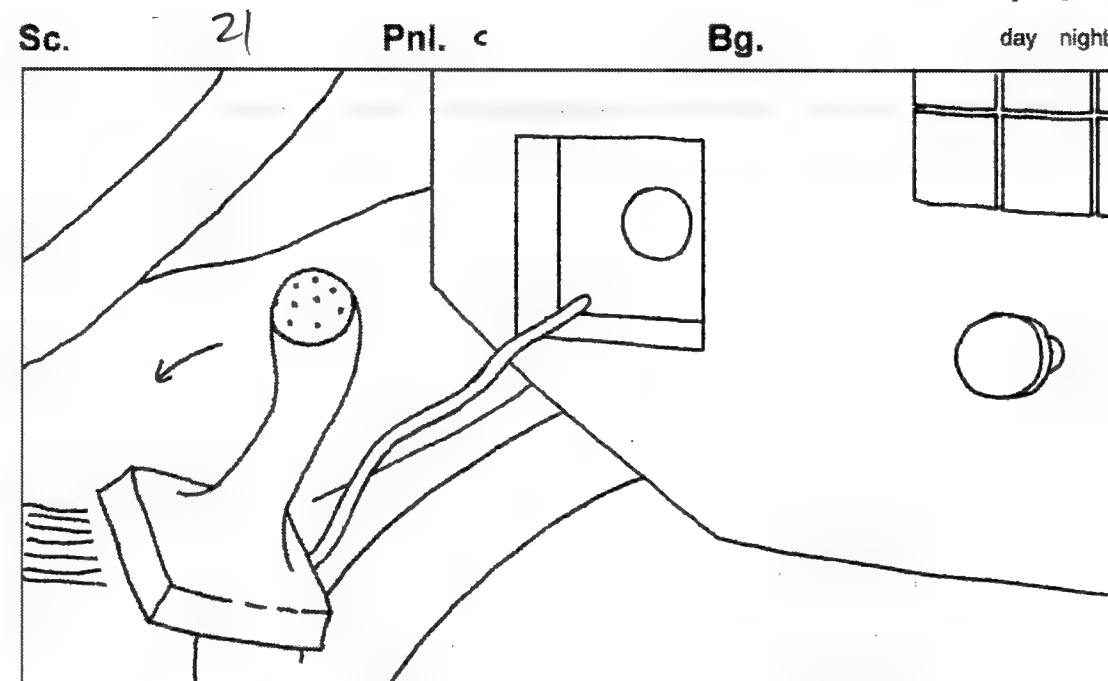
Dialog:
Action:
Timing:

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# ADVENTURE TIME



Page 29



Dialog:

Action:

MIC POPS OUT.

Timing:

1034-228

EPISODE #

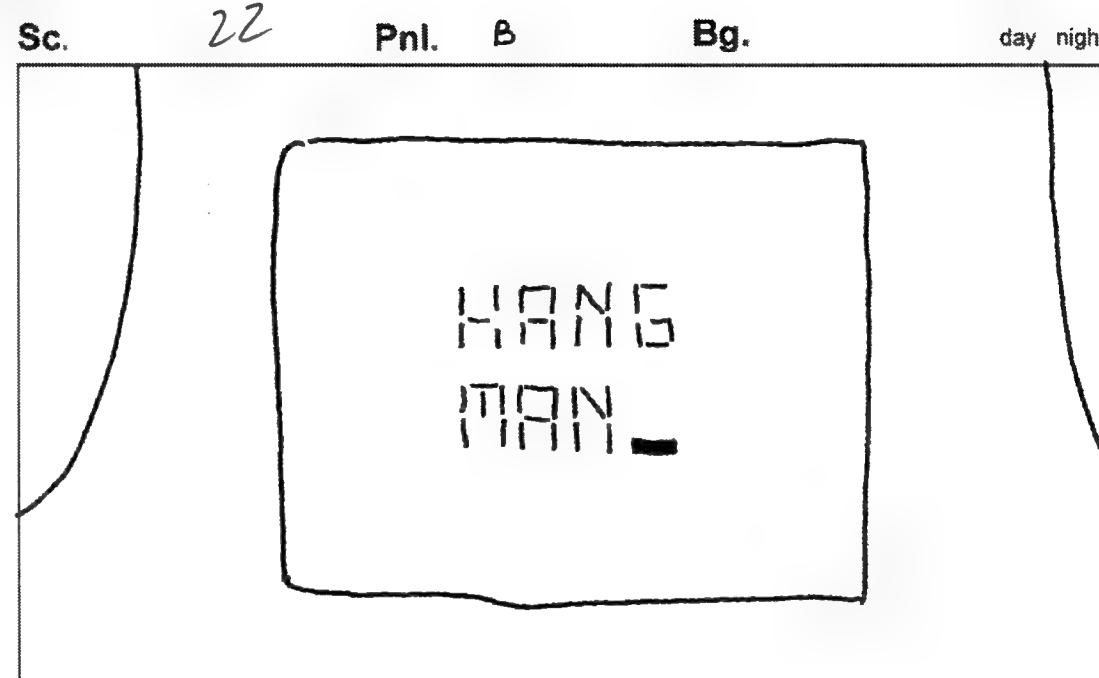
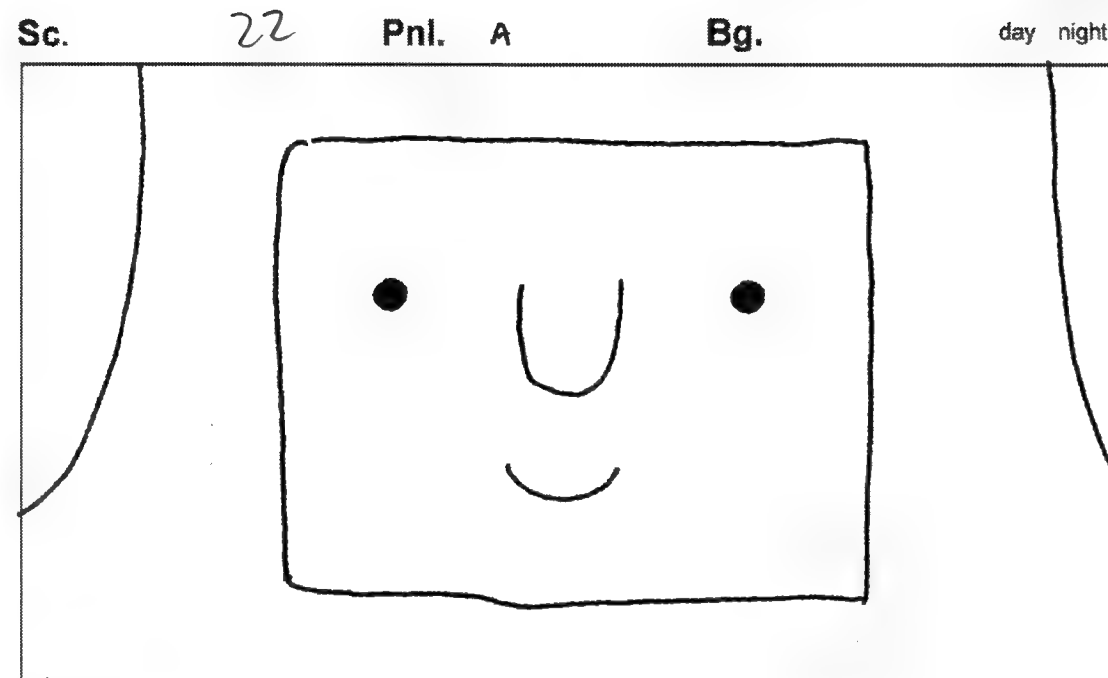
Production :

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# ADVENTURE TIME



Page 30



Dialog:



Action:

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME



Sc. 22 Pnl. C Bg. day night

Sc. 23 Pnl. A Bg. day night

Dialog:
Ⓜ/ PICK A LETTER!
Action:
Timing:

EPISODE # 1034-228  
Production :

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# ADVENTURE TIME

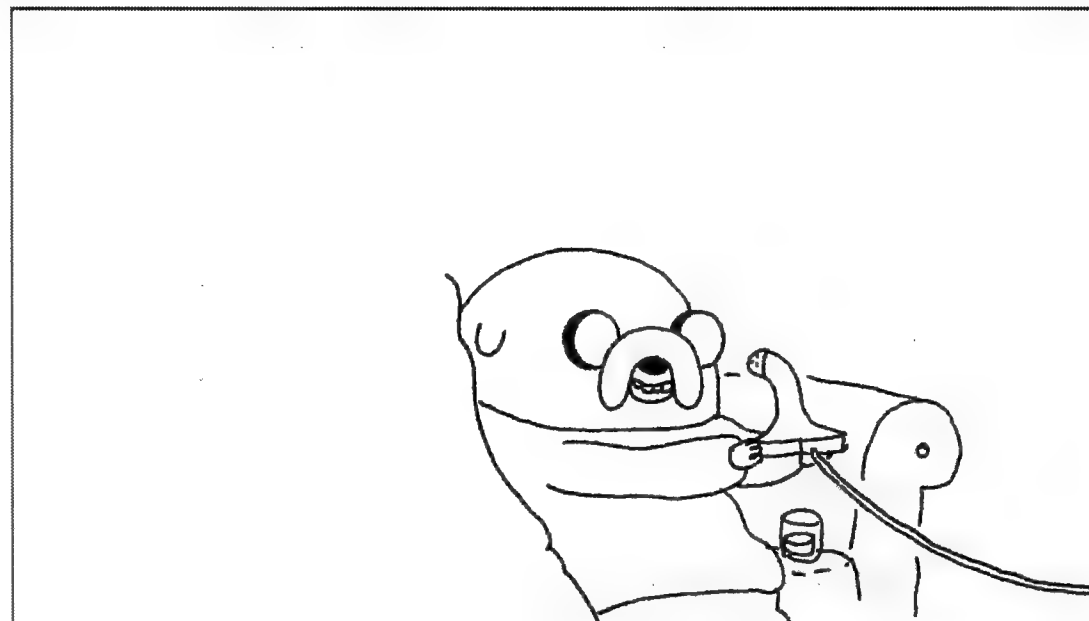


Page 32

Sc. 23 Pnl. β Bg. day night



Sc. 23 Pnl. c Bg. day night



Dialog:

① SHOW US WHAT YOU DID,  
HANGMAN!

Action:

Timing:

EPISODE #  
1034-228

Production :

ADVENTURE TIME



33

Page \_\_\_\_\_

Sc. 24 Pnl. A Bg. day night

Sc. 24 Pnl. B Bg. day night

Dialog:
(SFX) / = BUZZ =
Action:
Timing:

EPISODE # 1034-228

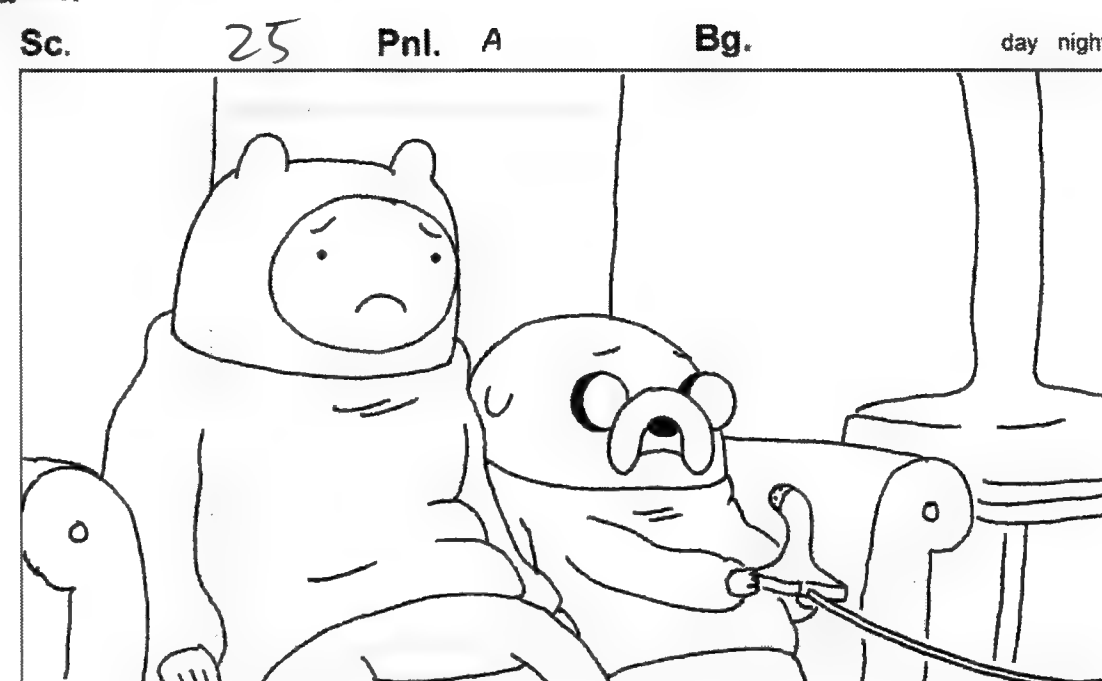
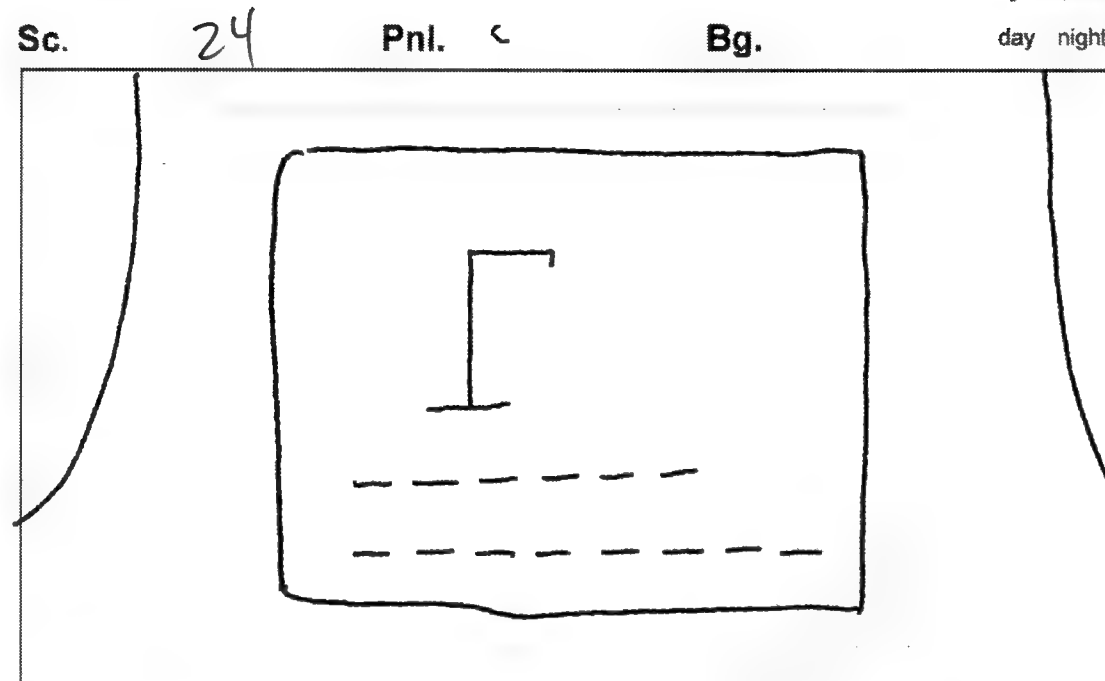
Production :

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# ADVENTURE TIME



Page 34



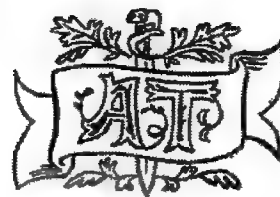
Dialog:
(M) PICK A LETTER!
Action:
Timing:

EPISODE # 1034-228  
Production :

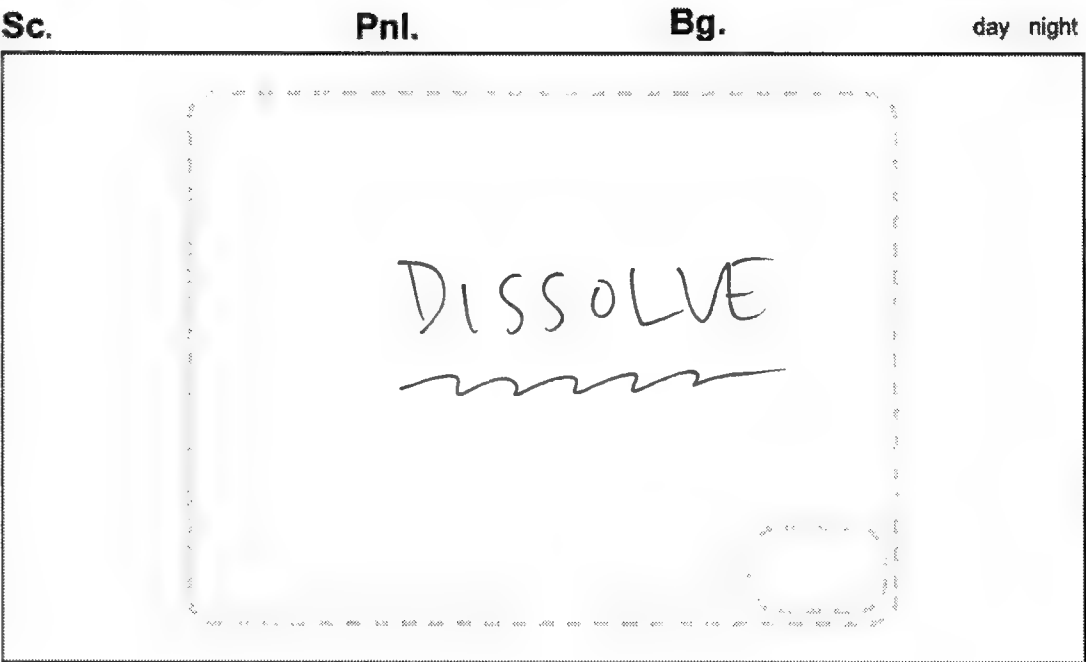
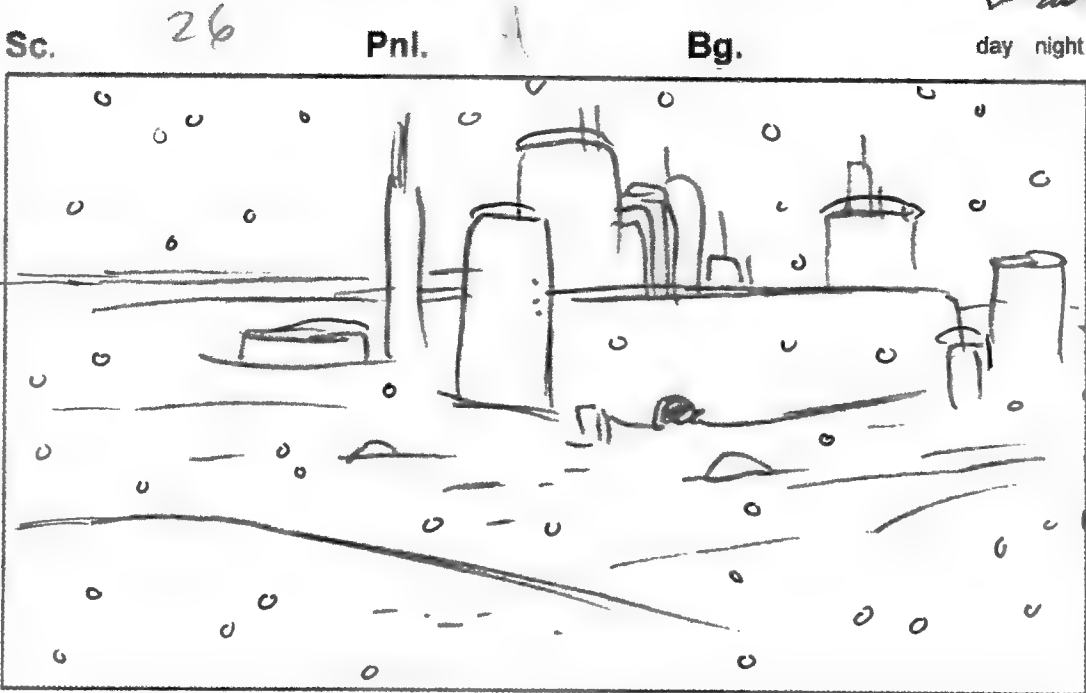


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# ADVENTURE TIME



Page 35



Dialog:

BM VO But ALLMO, I don't understand ... how can I help, I mean, →

Action:

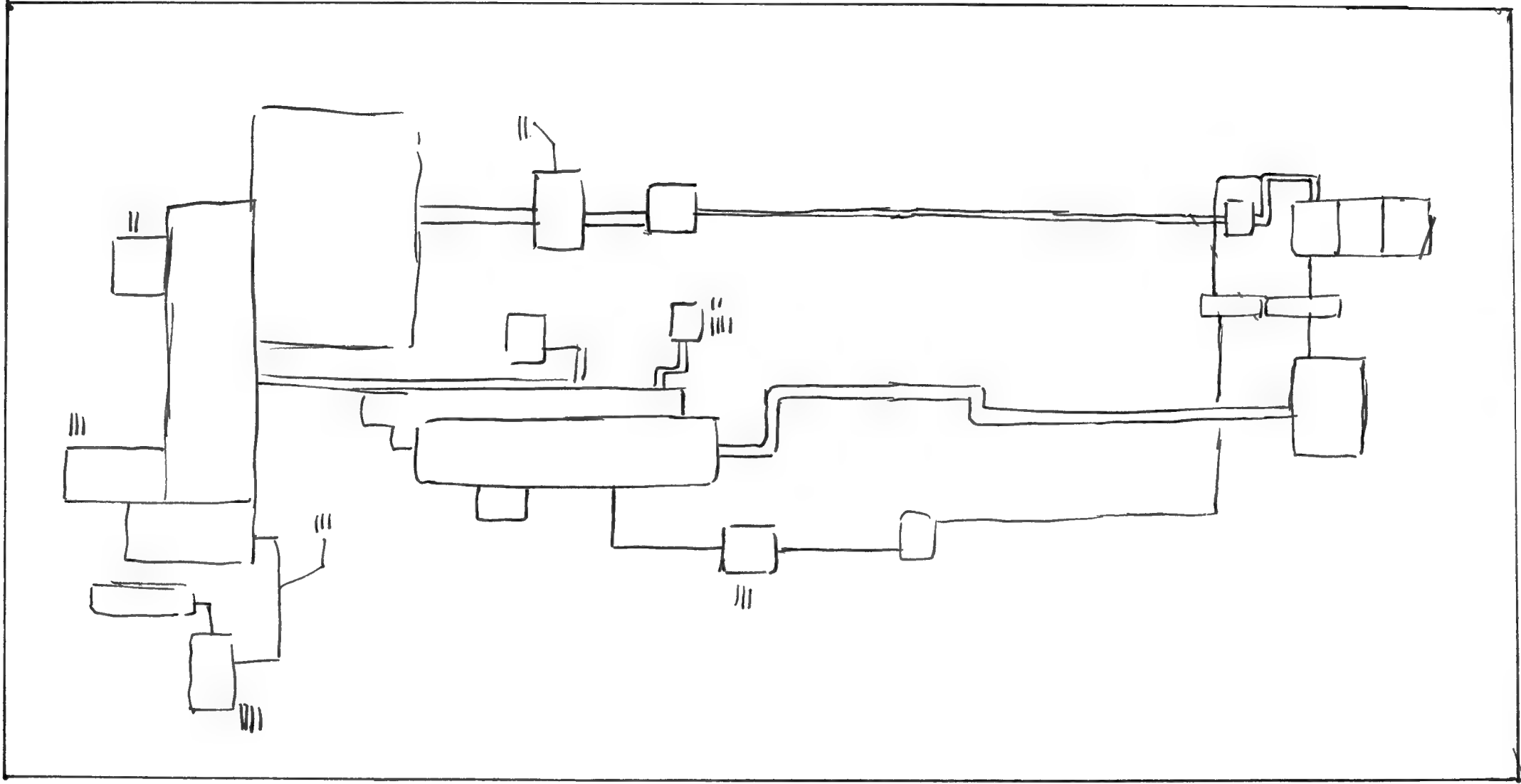
Timing:

EPISODE #

1034-228

Production :

Sc. 27      Pnl. A      Bg.



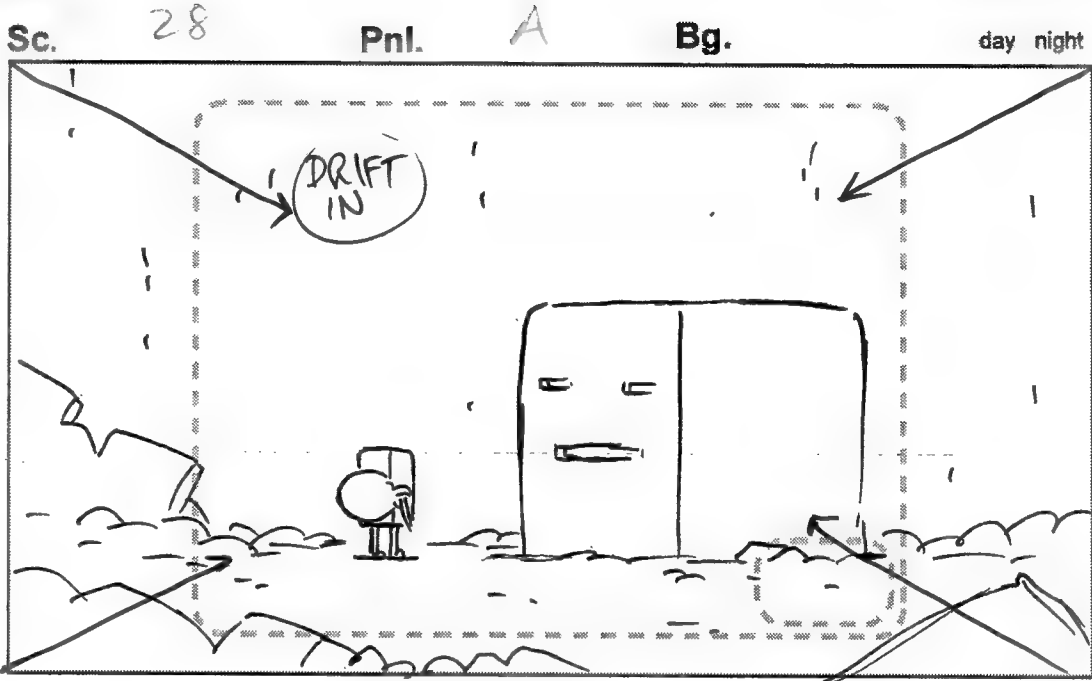
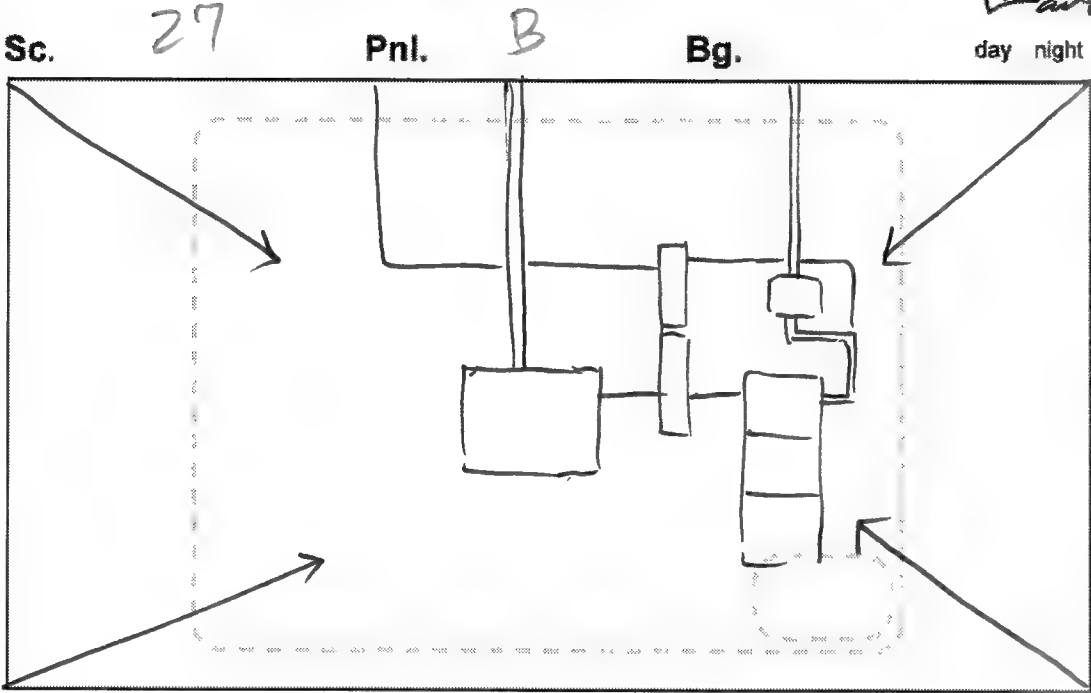
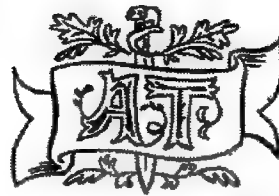
① PAN →

② DRIFT IN

BMO: → I'm just a little baby kid still...

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ADVENTURE TIME



Dialog:	<p>ALLMO: VO Well, I don't know about that...</p> <p>ALLMO: But I do know about your special mind...</p>
Action:	
Timing:	

1034-228

EPISODE #

Production :

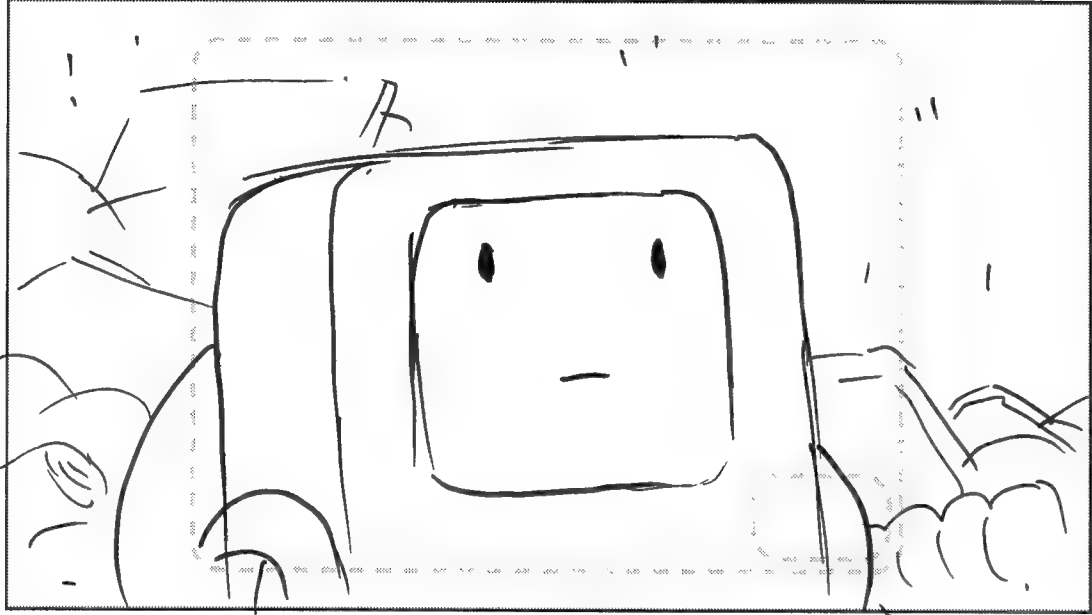
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# ADVENTURE TIME

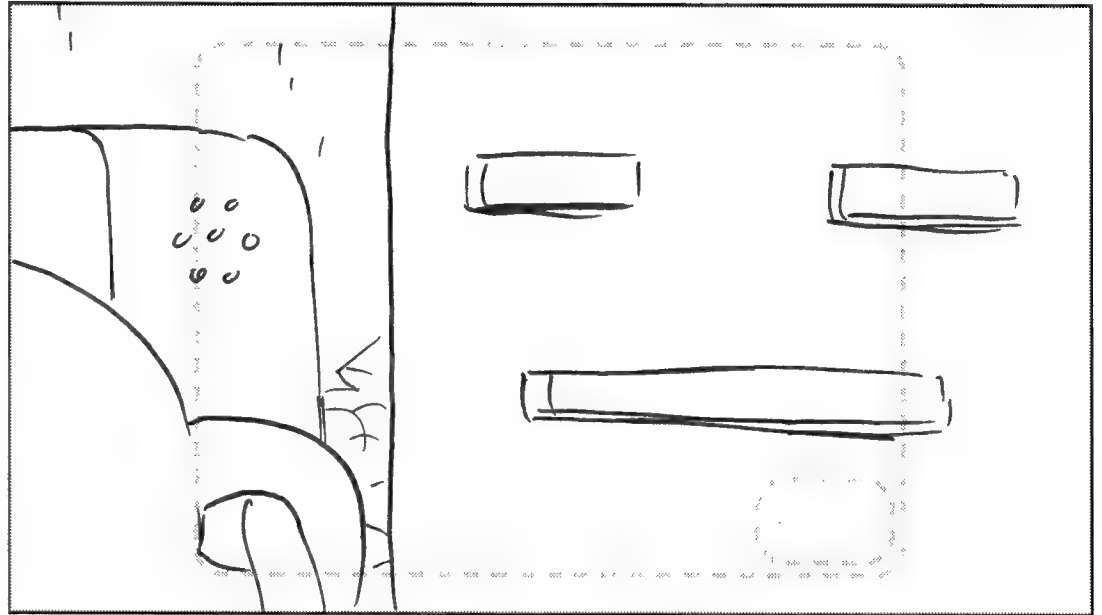


Page 38

Sc. 29 Pnl. A Bg. day night



Sc. 30 Pnl. A Bg. day night



Dialog:	<p><u>ALLMO:</u> You see, as the accumulation <u>GS</u> of all MOS, my computing power is unmatched, →</p>	<p><u>ALLMO:</u> Yet still, I lack the <u>IMAGINATION</u> to think outside my collective programming.</p>
Action:		
Timing:		

EPISODE #

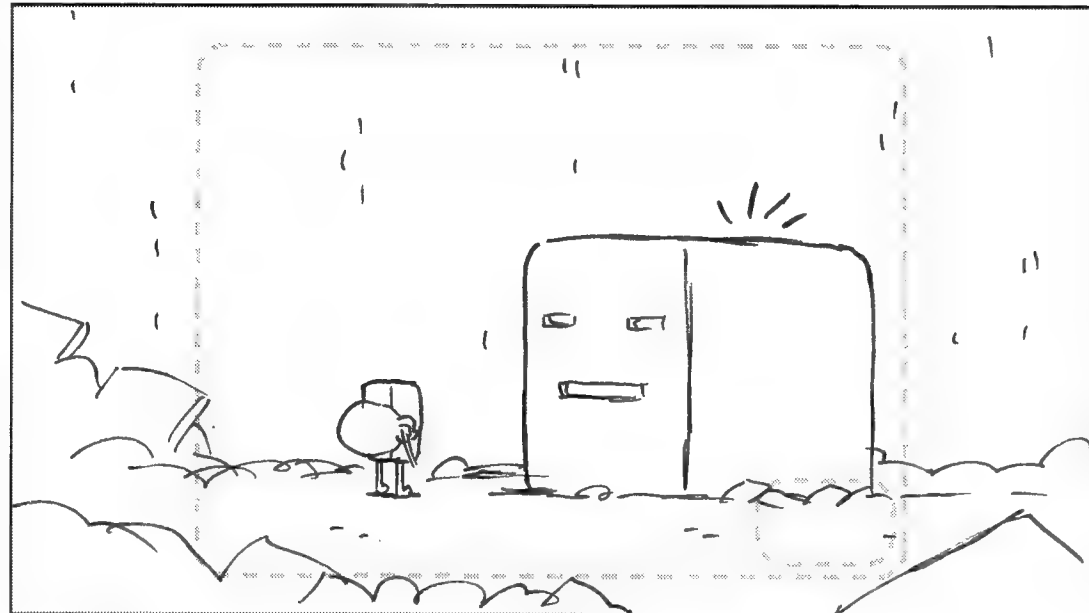
Production :

1034-228

ADVENTURE TIME



Sc. 31 Pnl. A Bg. day night

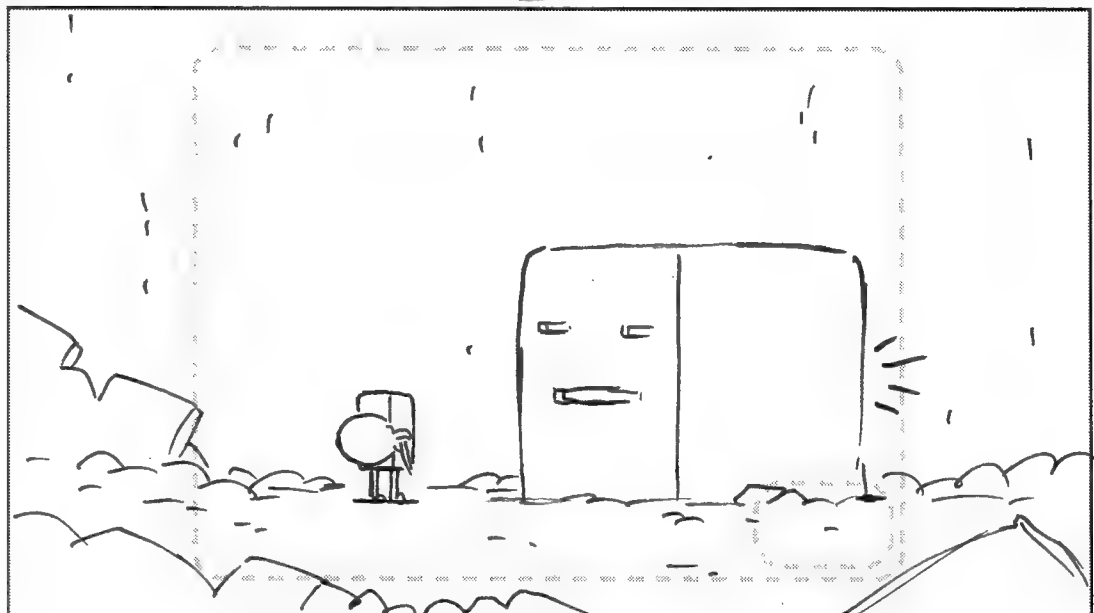


Dialog: (FLUSH: MO) I just flush toilets.

Action: - voices emanate from within ALLMc's bag

Timing:

Sc. 31 Pnl. B Bg. day night



(UNFLUSH: MO) And I unflush them.

EPISODE #

Production :

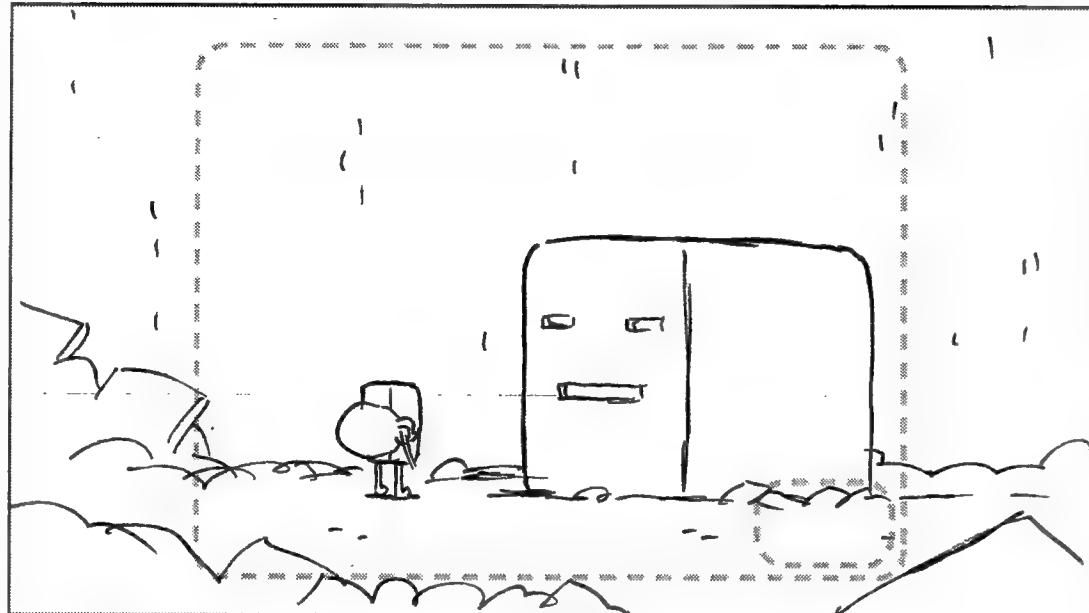
1034-228

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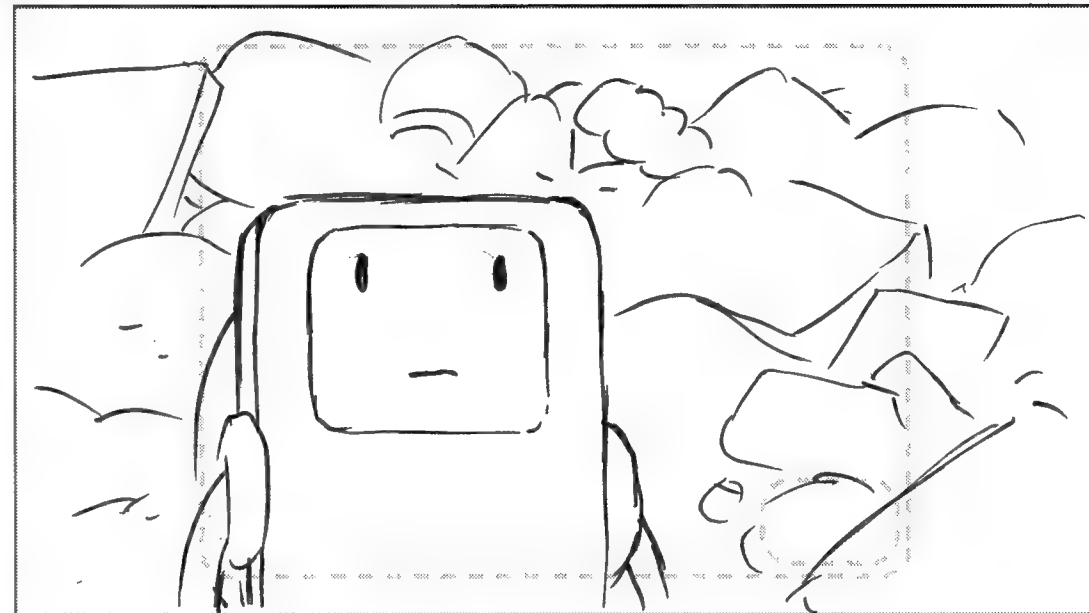
# ADVENTURE TIME



Sc. 31 Pnl. C Bg. day night



Sc. 32 Pnl. A Bg. day night



Dialog:	<p>(ALLMO:) I can only see the world as it is.</p>	<p>(ALLMO:) But your imagination BMO,</p>
Action:		
Timing:		

EPISODE # 1034-228  
Production :

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# ADVENTURE TIME



Page 41

Sc.

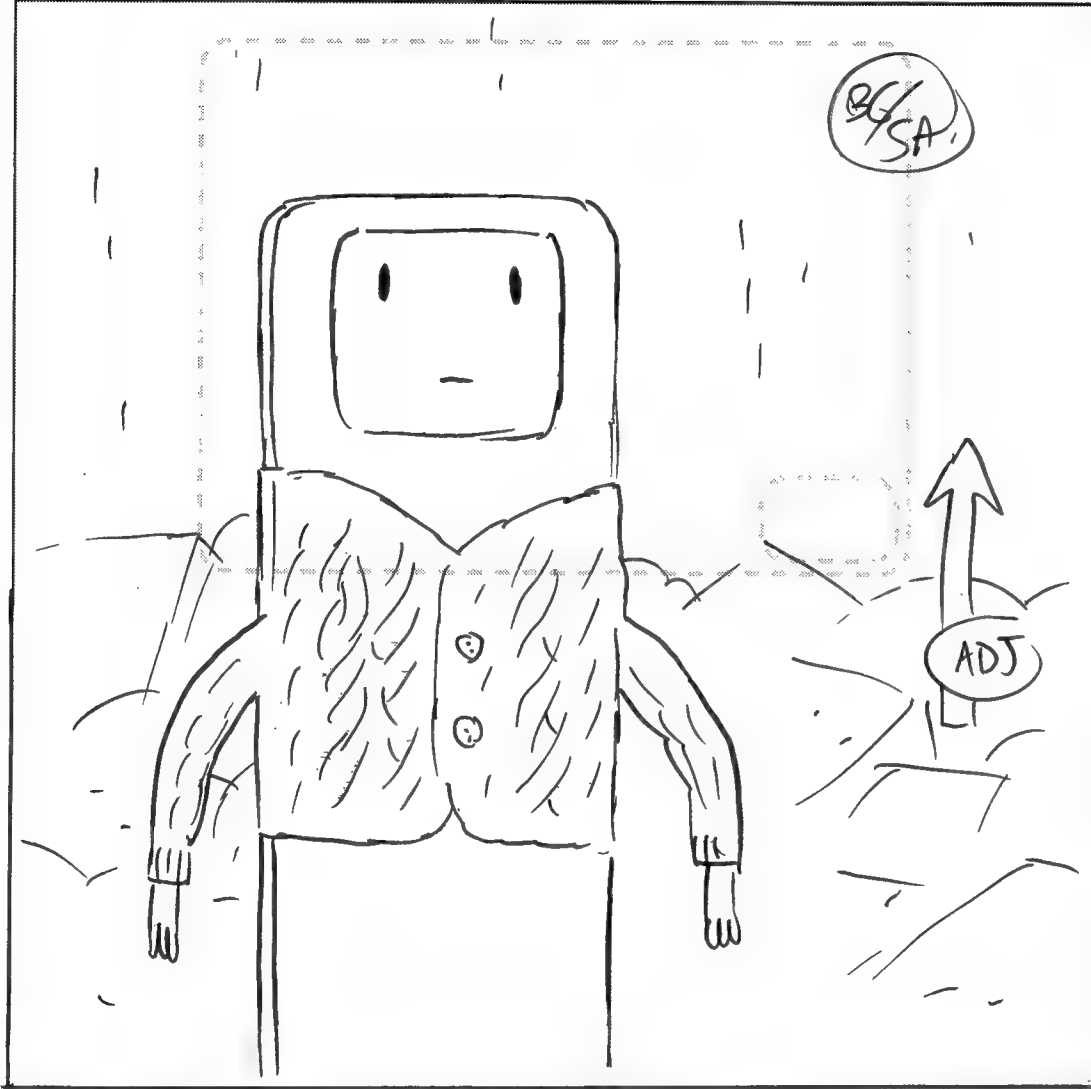
32

Pnl.

B

Bg.

day night



Dialog:

ALLMO: Lets you see the world  
how it COULD be, →

Action:

Timing:

EPISODE #

Production :

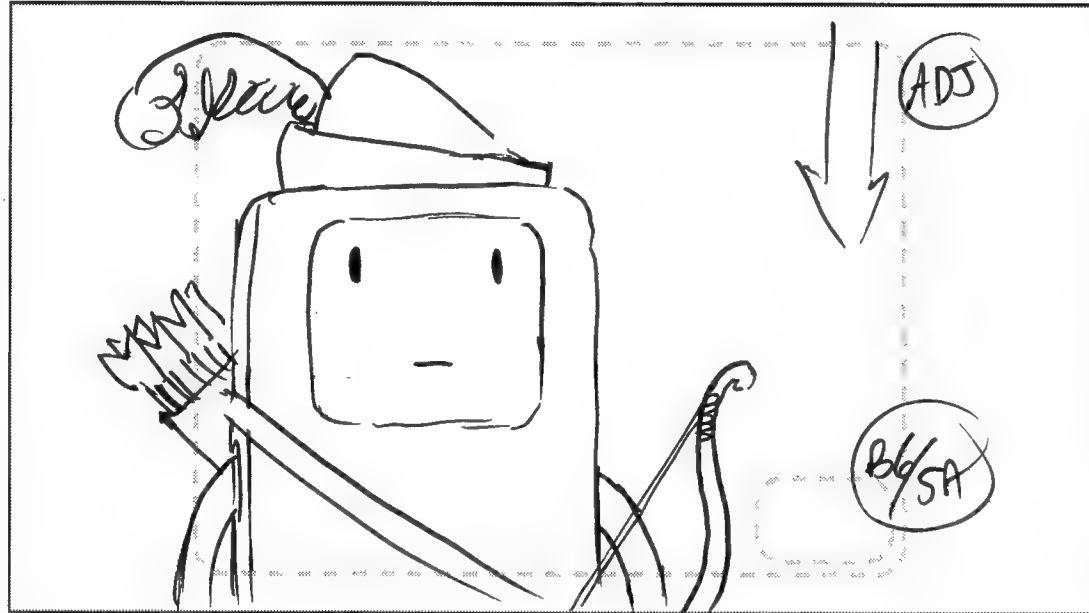
1034-228

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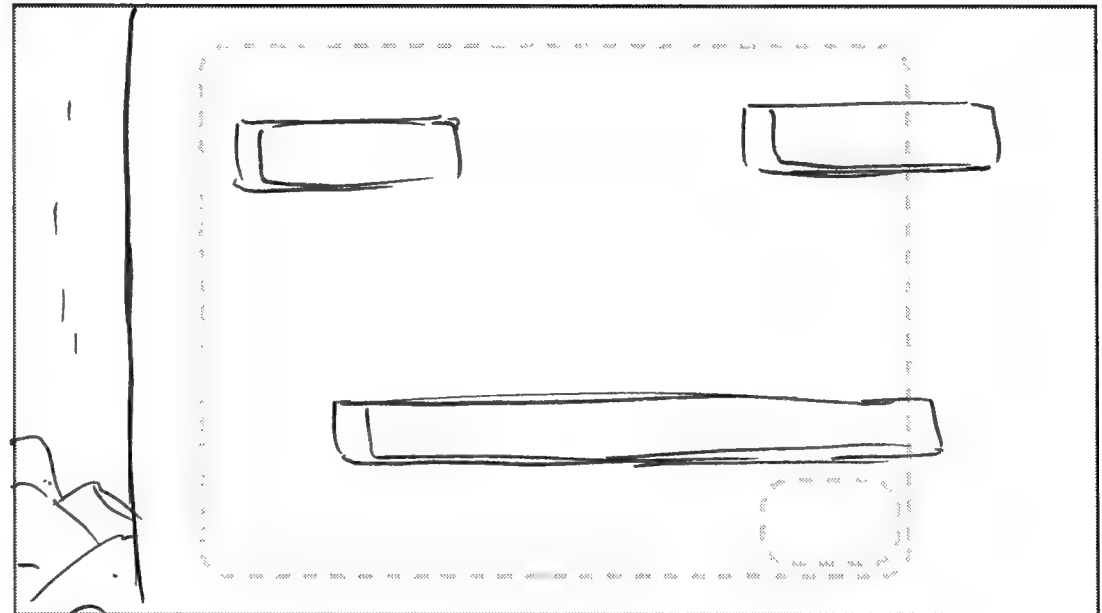
ADVENTURE TIME



Sc. 32 Pnl. C Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog: (ALLMO) → or might sorta be like. (BS)

Action:

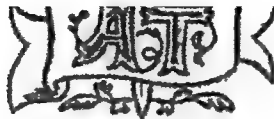
Timing:

EPISODE # 1034-228

Production :

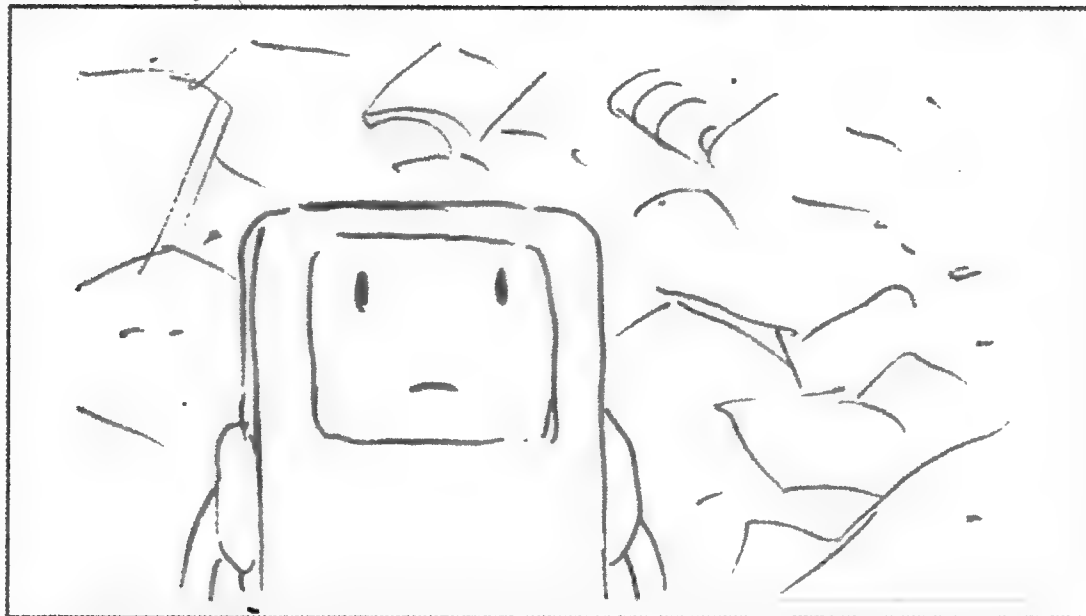


# ADVENTURE TIME

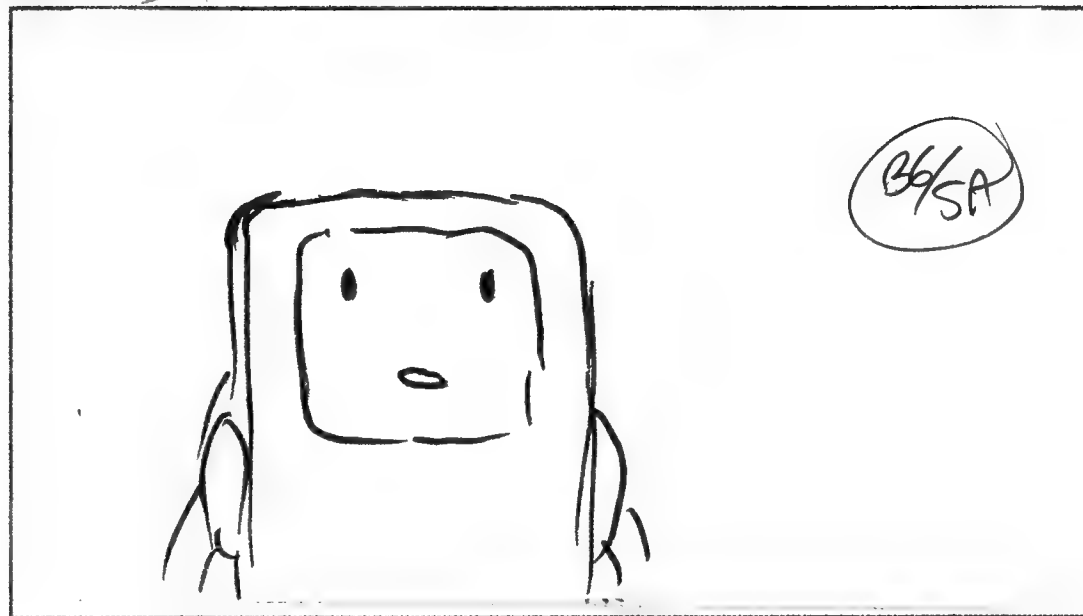


Page 43

Sc. 34 Pnl. A Bg. day night



Sc. 34 Pnl. B Bg. day night



Dialog:

ALLMO: → we can think up  
OS a way out  
of here.

Action:

Timing:

BMO I'll do  
what I can.

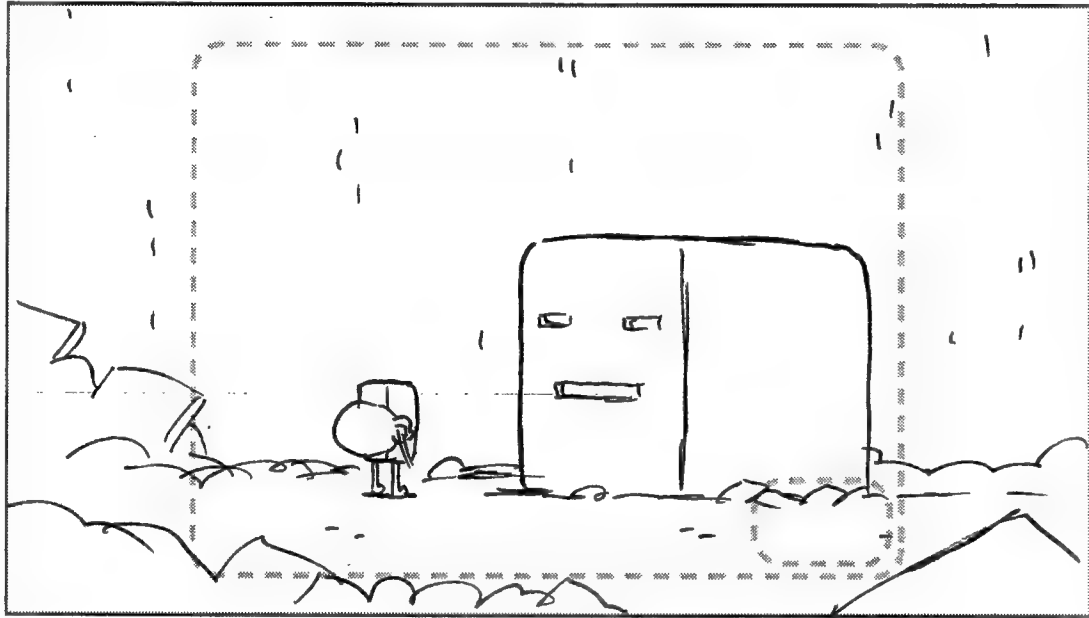
EPISODE # 1034-228

Production :

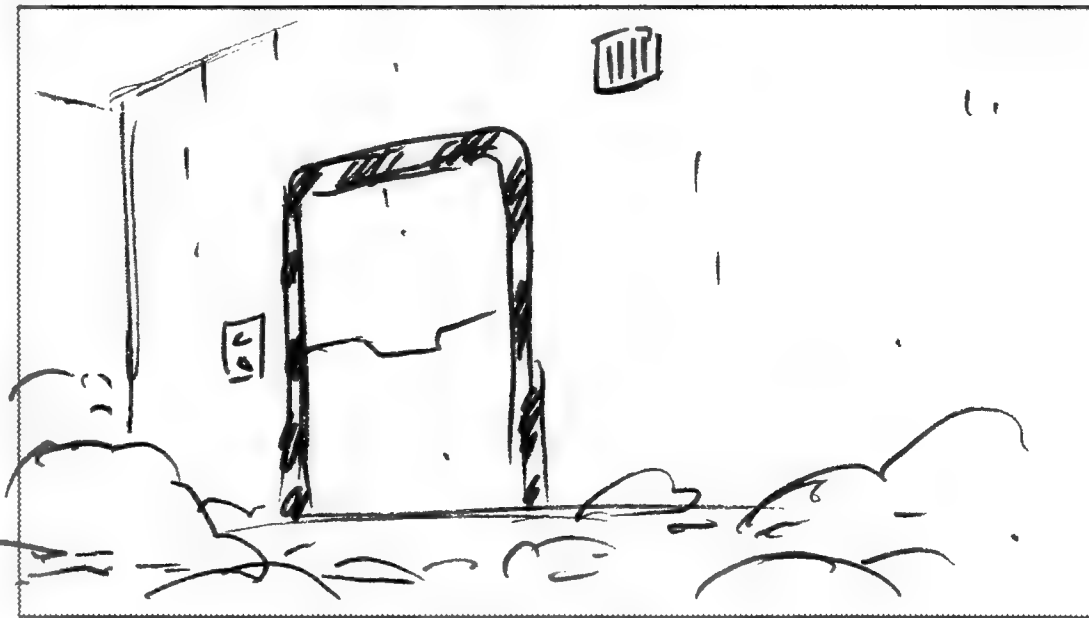
ADVENTURE TIME



Sc. 35 Pnl. A Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog: ALLMo: Alright, here's what we're dealing with: You see that hatch over there? →

Action:

Timing:

ALLMo: vu That hatch leads to an exit corridor.

EPISODE # 1034-228

Production :

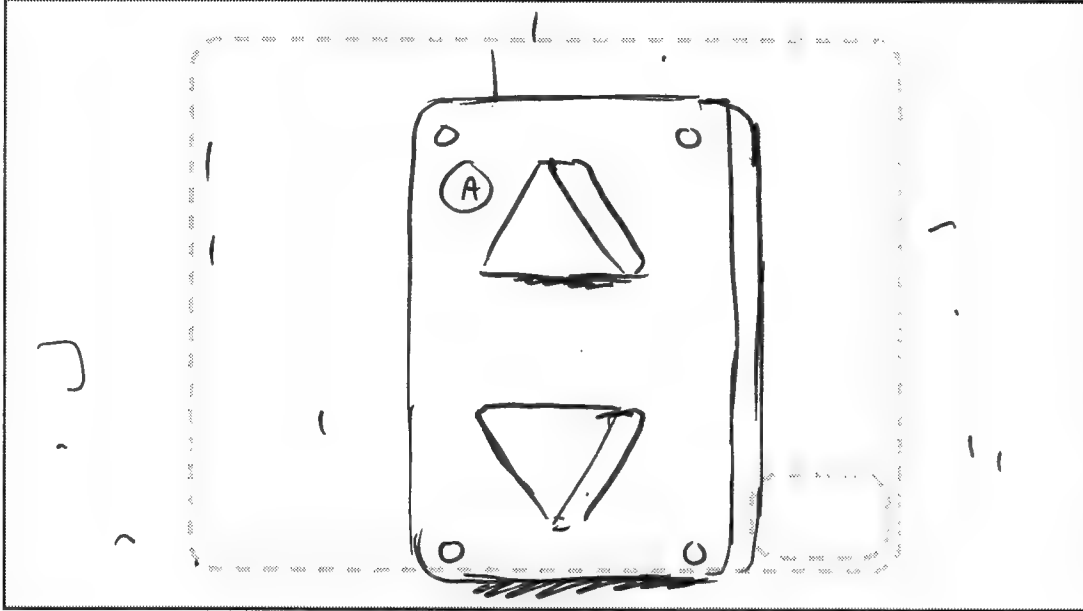
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# ADVENTURE TIME

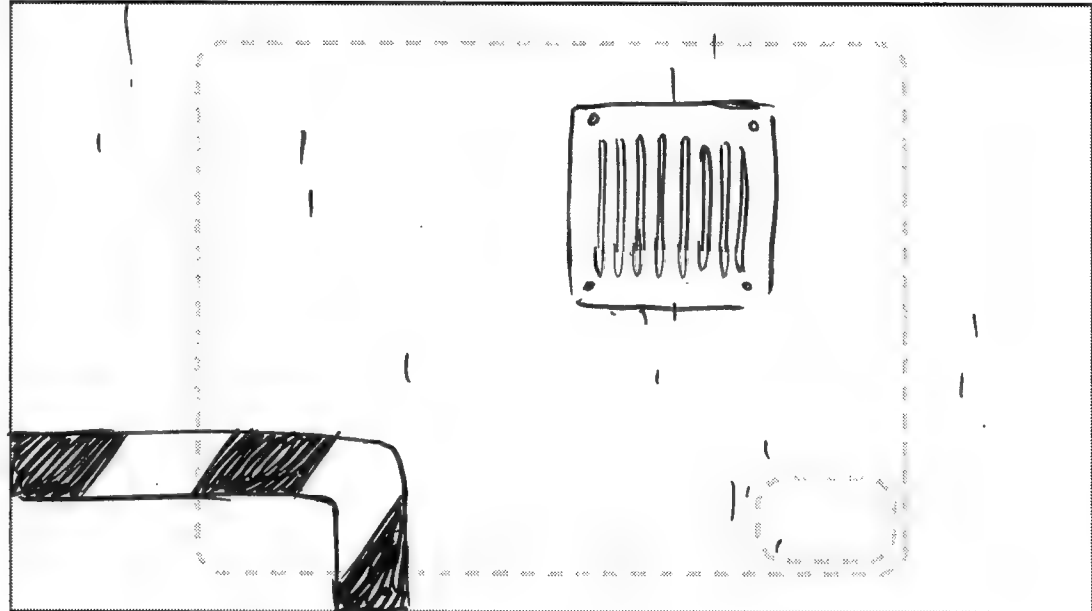


Page 45

Sc. 37 Pnl. A Bg. day night



Sc. 38 Pnl. A Bg. day night

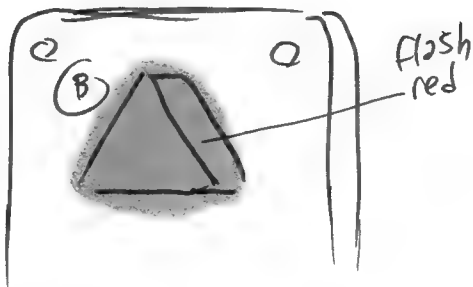


Dialog: (2) ~~SFX~~ (B) EHNT! EHNT!  
(1) ALLMO (VO) → but it's locked from this side.

(ALLMO (VO)) The vent up there leads to the other side...

Action:

Timing:



EPISODE #

1034-228

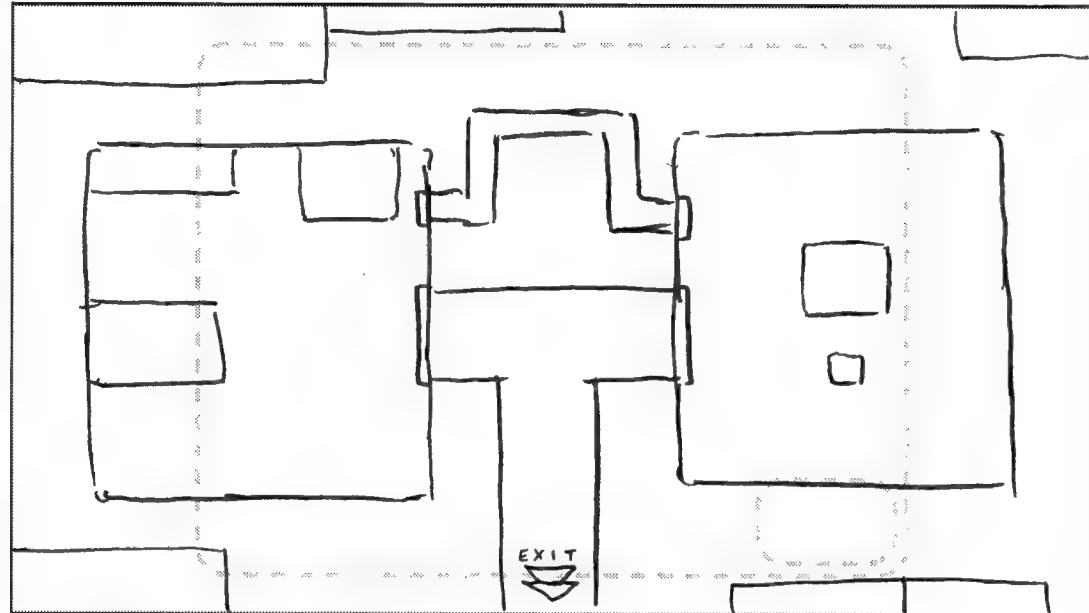
Production :

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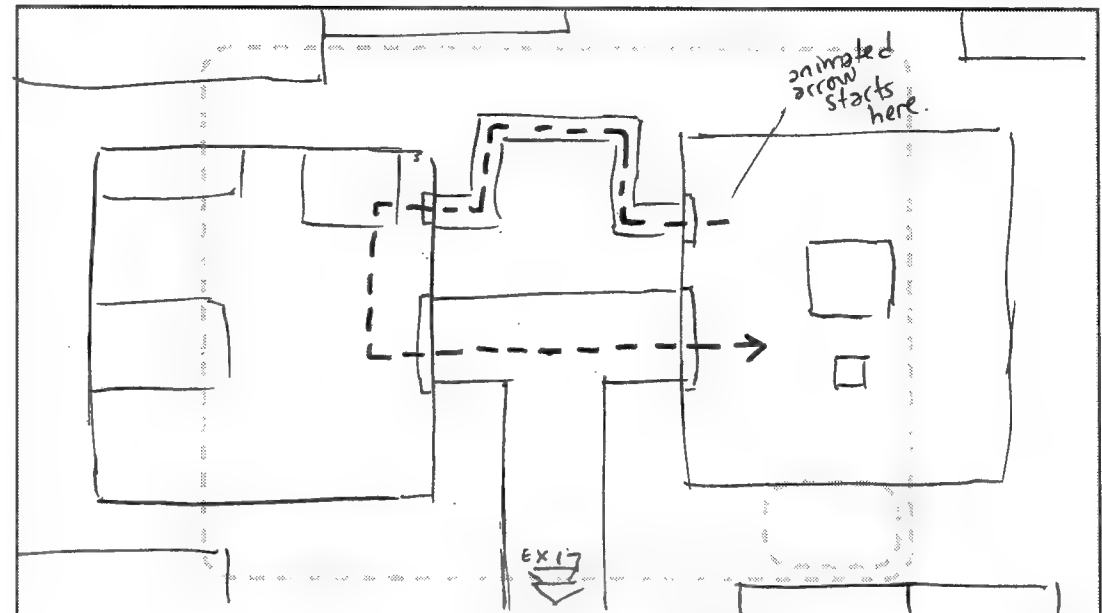
# ADVENTURE TIME



Sc. 39 Pnl. A Bg. day night



Sc. 39 Pnl. E Bg. day night



Dialog:	
Action:	<div data-bbox="792 1071 1115 1477" data-label="Image"></div>
Timing:	
- Arrow animates along path	

Production :

EPISODE #

1034-228

# ADVENTURE TIME



Page 47

Sc.

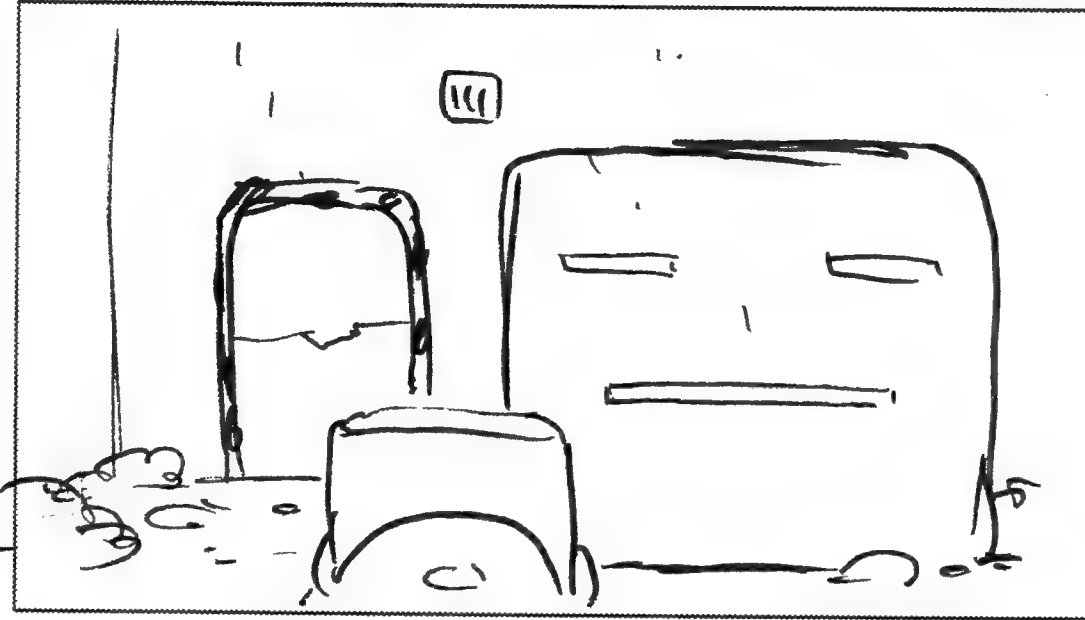
40

Pnl.

A

Bg.

day night



Sc.

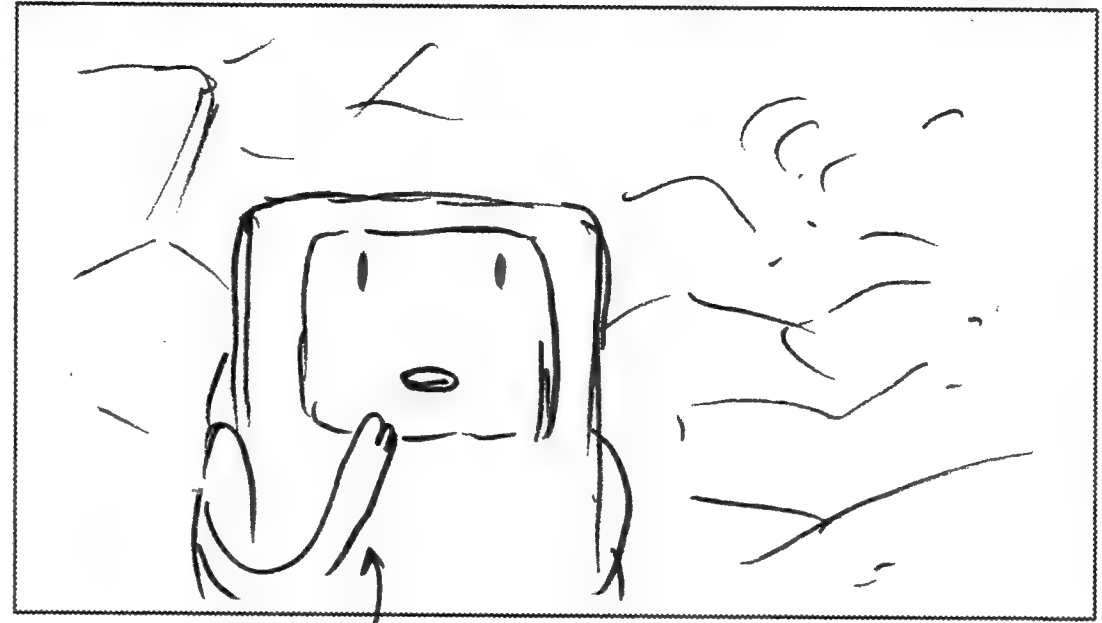
41

Pnl.

A

Bg.

day night



Dialog:

ALLMO → but its  
too high  
up.

Action:

Timing:

BMO Ah.. I see -

EPISODE # 1034-228

Production :

ADVENTURE TIME



48

Page \_\_\_\_\_

Sc.

41

Pnl.

B

Bg.

day night

Sc.

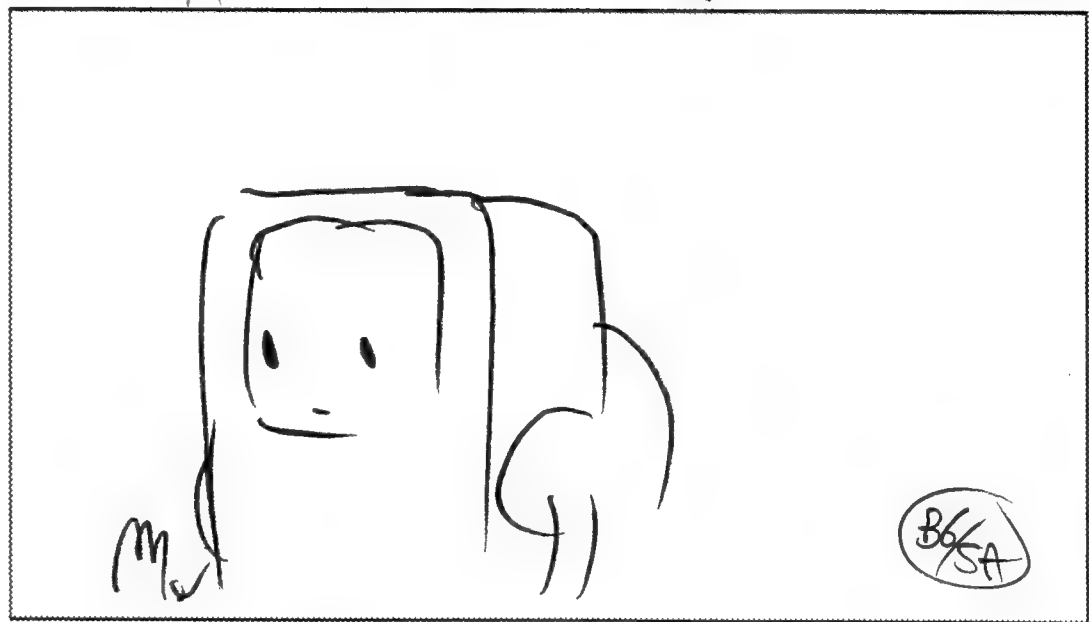
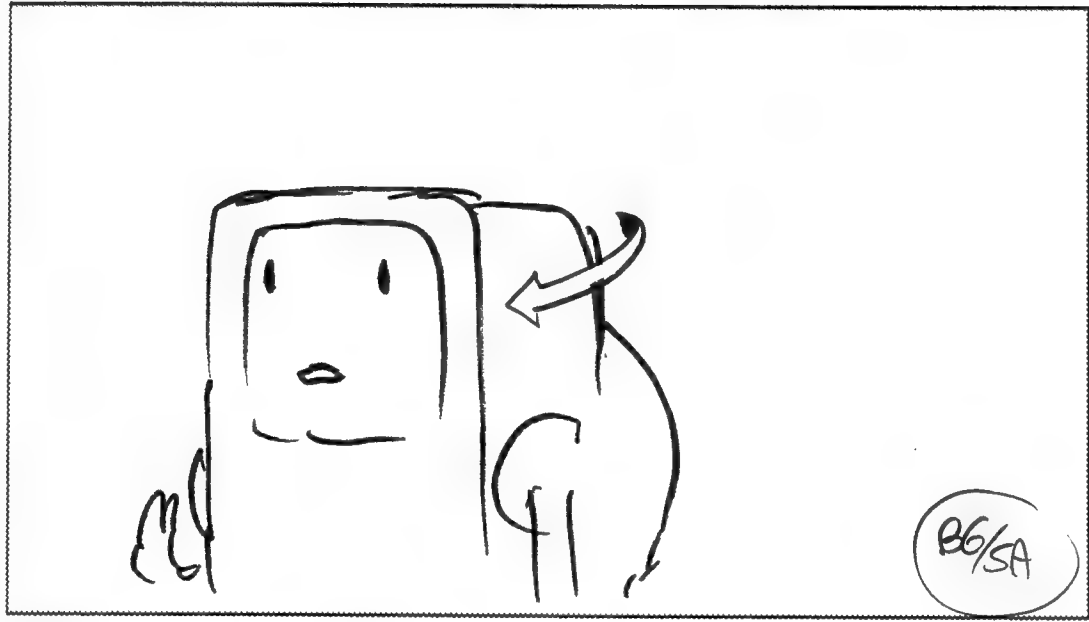
41

Pnl.

C

Bg.

day night



Dialog:	(BMO) Well...
Action:	
Timing:	

1034-228

EPISODE #

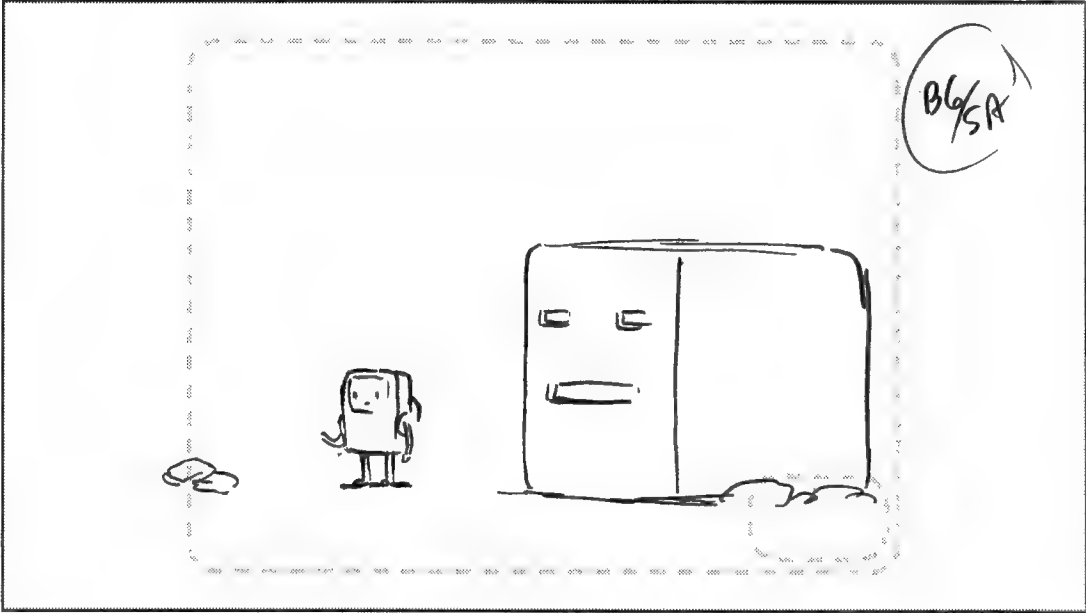
Production :

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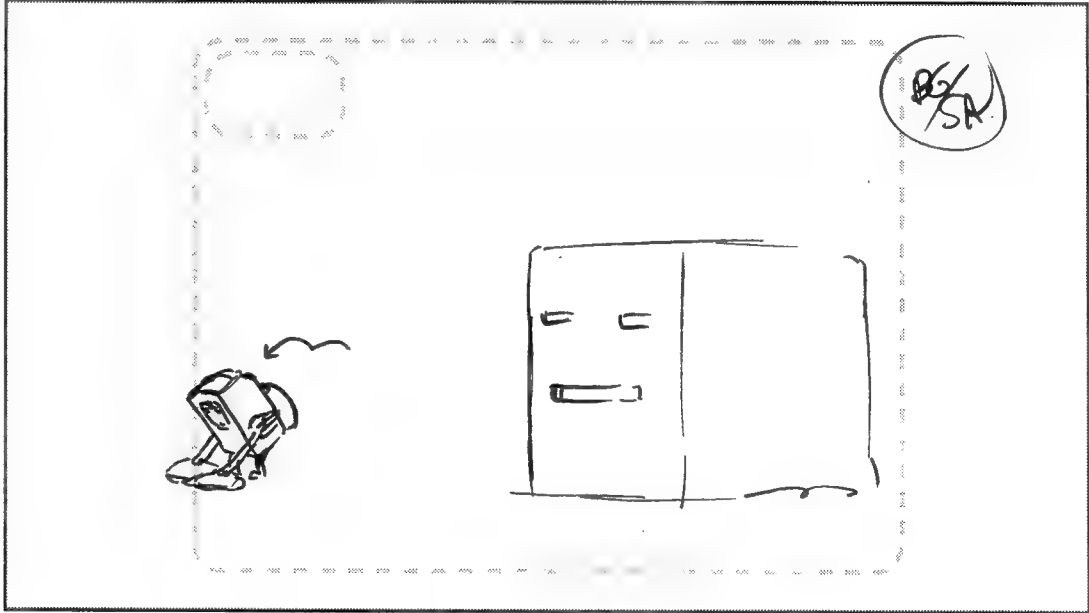
ADVENTURE TIME



Sc. 42 Pnl. A Bg. day night



Sc. 42 Pnl. B Bg. day night



Dialog:	(BMO) what if we use this trash.. →
Action:	- BMO picks up two pieces of junk
Timing:	

EPISODE #

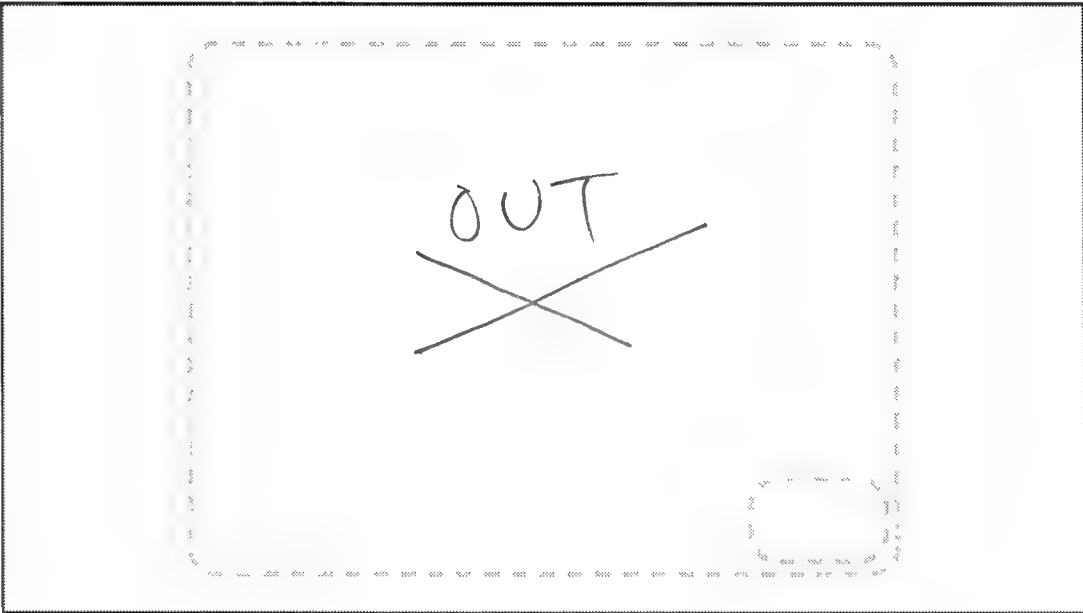
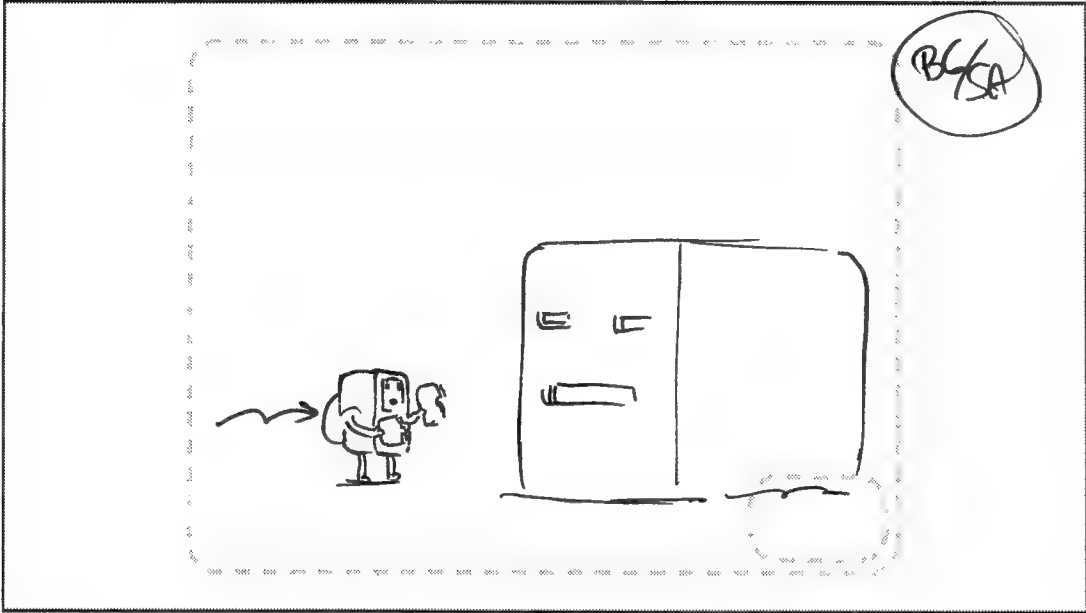
1034-228

Production :

ADVENTURE TIME



Sc. 42 Pnl. C Bg. day night Sc. Pnl. Bg. day night



Dialog:	BMO: → to climb up to the vent.
Action:	
Timing:	



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ADVENTURE TIME



Sc. 43 Pnl. A Bg. day night

Sc. 44 Pnl. A Bg. day night

Dialog: (ALLMO) But all this trash is too small.

Action:

Timing:

BMO ahhh?

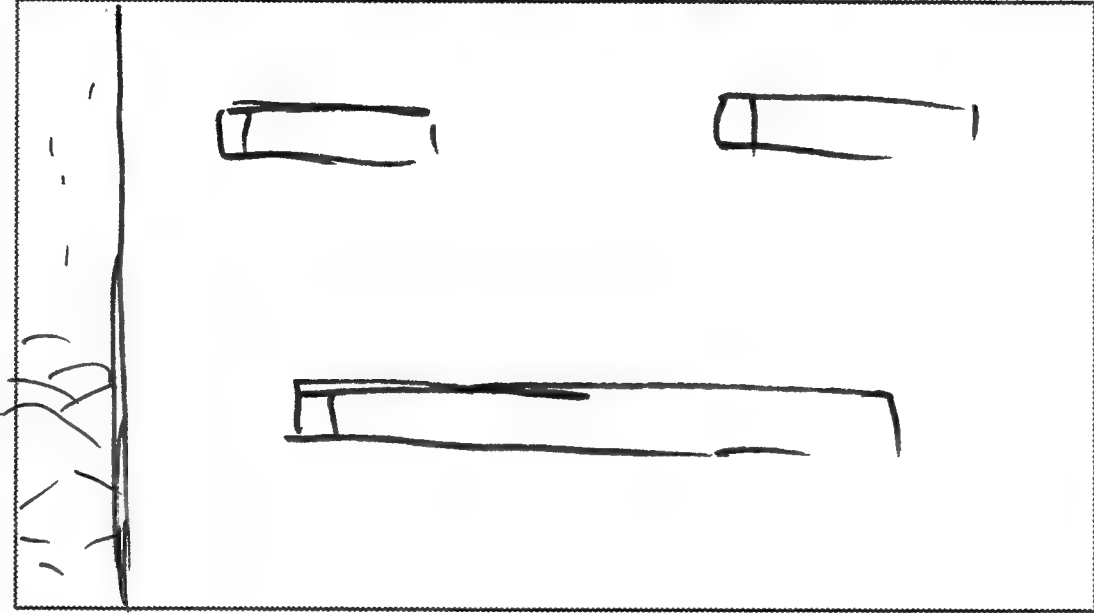
EPISODE # 1034-228 Production :

# ADVENTURE TIME

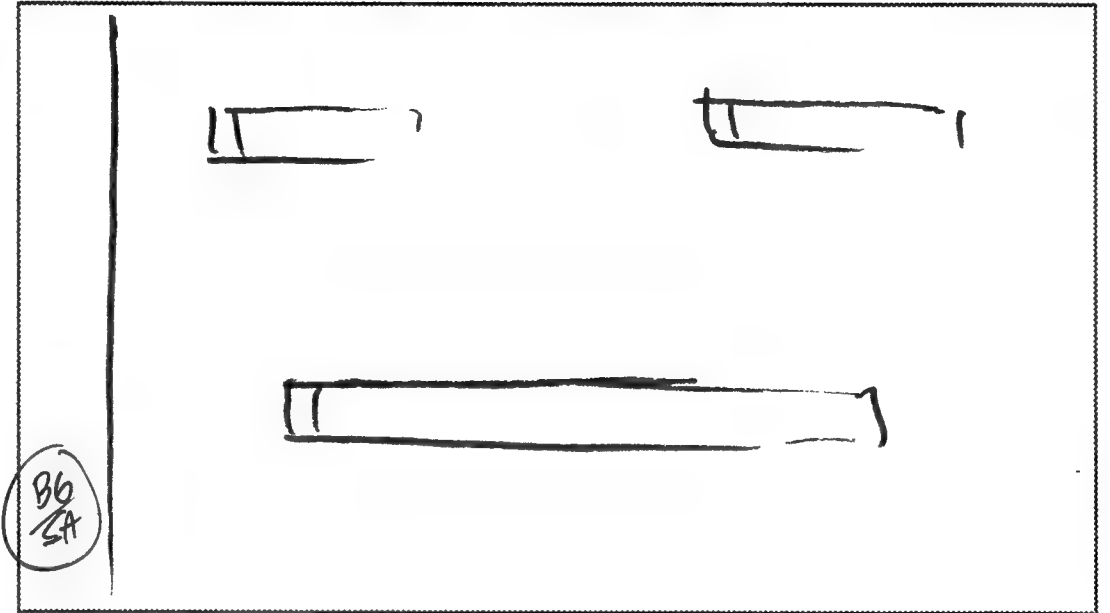


Page 52

Sc. 45 Pnl. A Bg. day night



Sc. 45 Pnl. B Bg. day night



Dialog:

ALLMO whoa . . . .

ALLMO →

. . . You just  
blew my  
mind.

Action:

Timing:

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

WIPE

~~OUT~~

Dialog:
Action:
Timing:

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



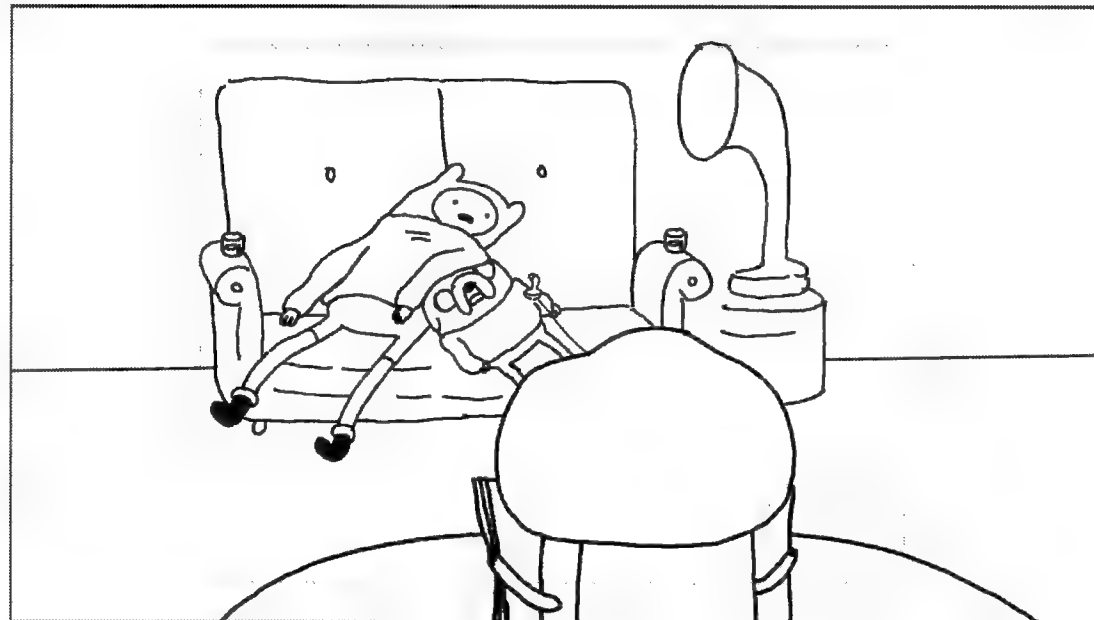
Page 54

Sc. 46

Pnl. A

Bg.

day night

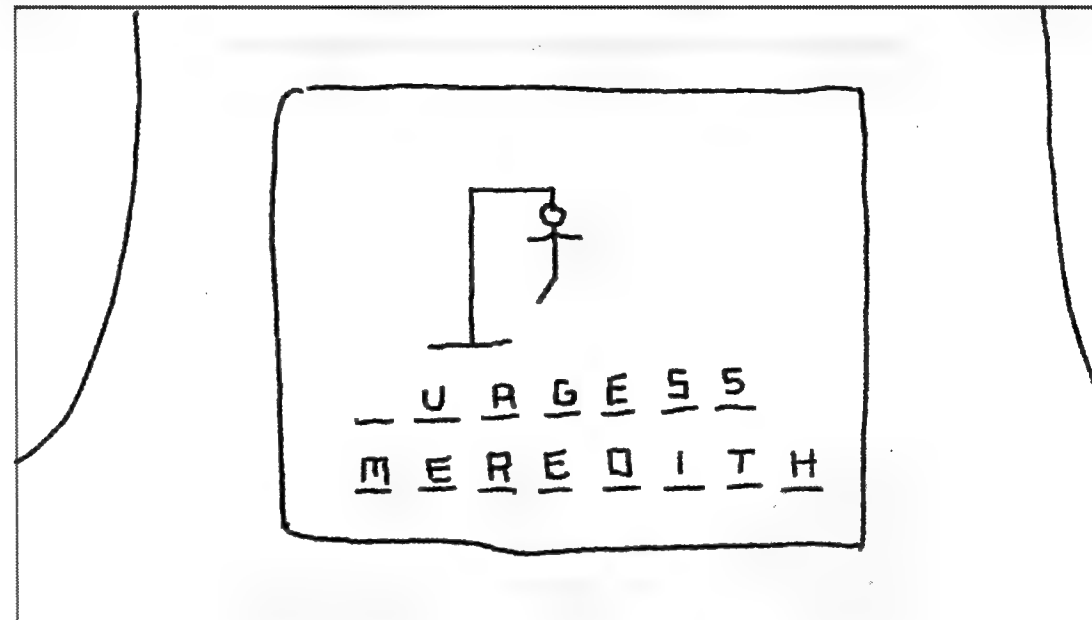


Sc. 47

Pnl. A

Bg.

day night



Dialog:

Q/ UHM WHAT HAVEN'T WE  
GUESSED YET... UHM.. 'B'?

Action:

Timing:

Production :

EPISODE #

1034-228

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ADVENTURE TIME

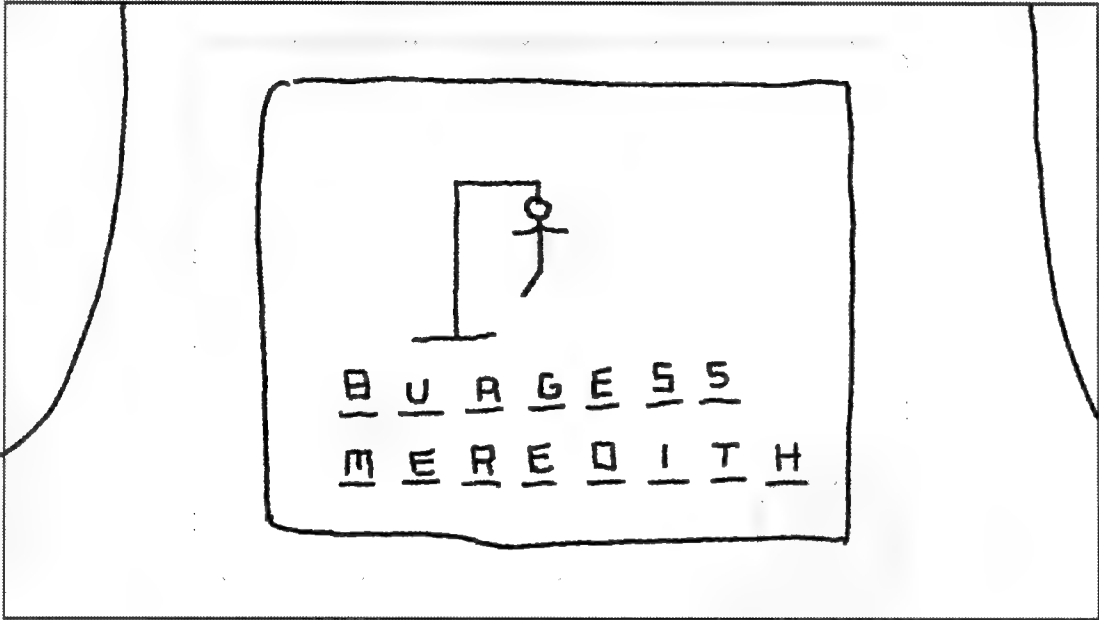


Sc. 47

Pnl. B

Bg.

day night

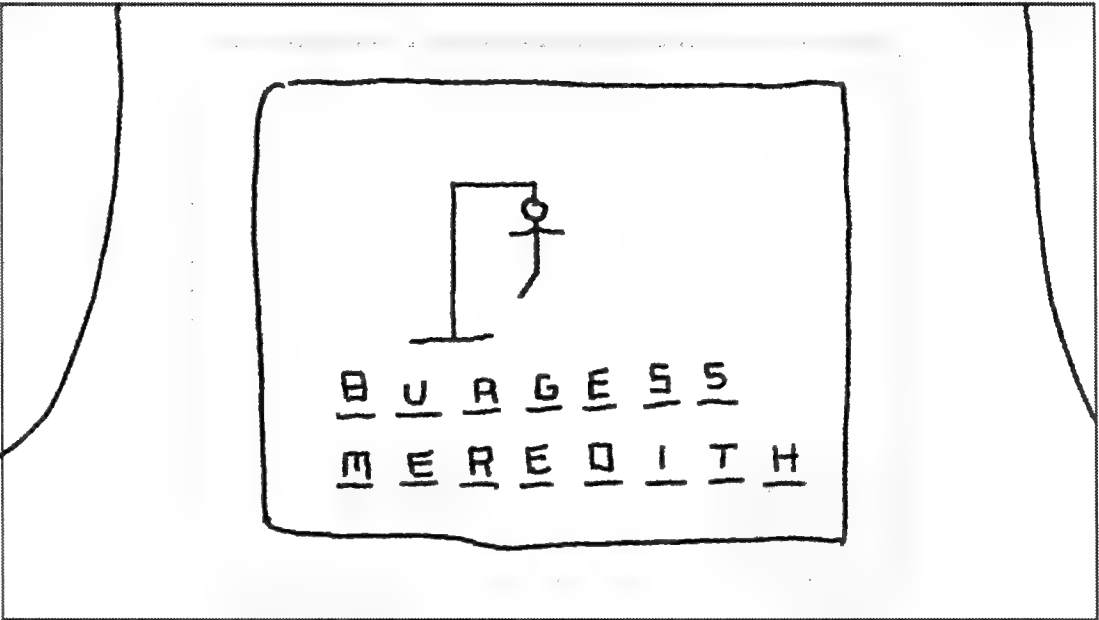


Sc. 47

Pnl. C

Bg.

day night



Dialog:

(SFX) DING

(J/OS) BURGESS MEREDITH?!

Action:

Timing:

EPISODE # 1034-228  
Production :

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# ADVENTURE TIME



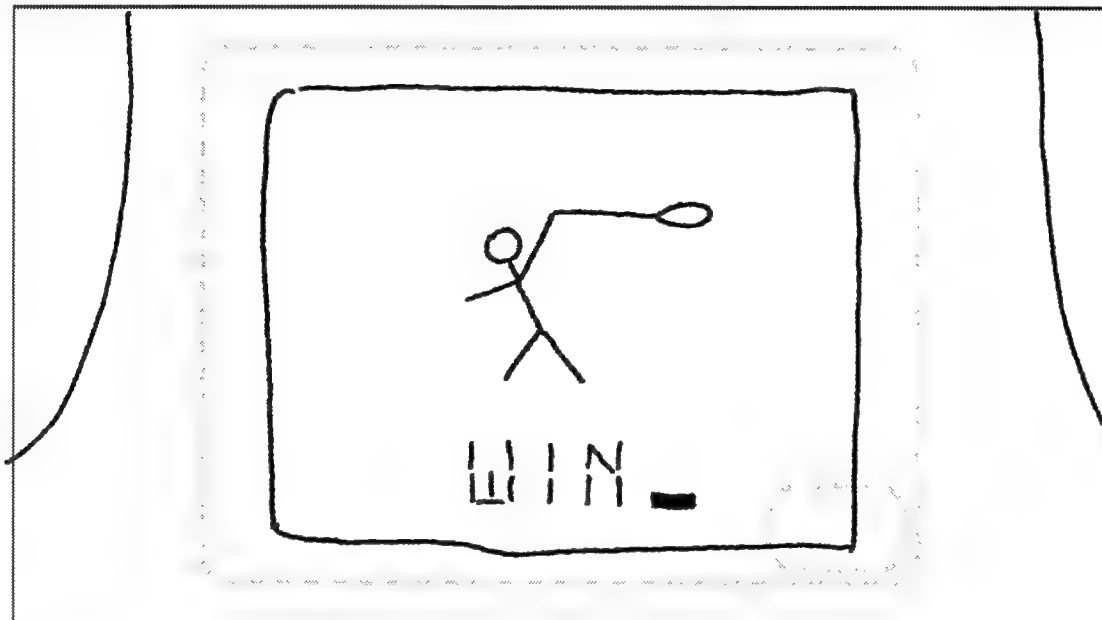
Page S 6

Sc. 47

Pnl. D

Bg.

day night

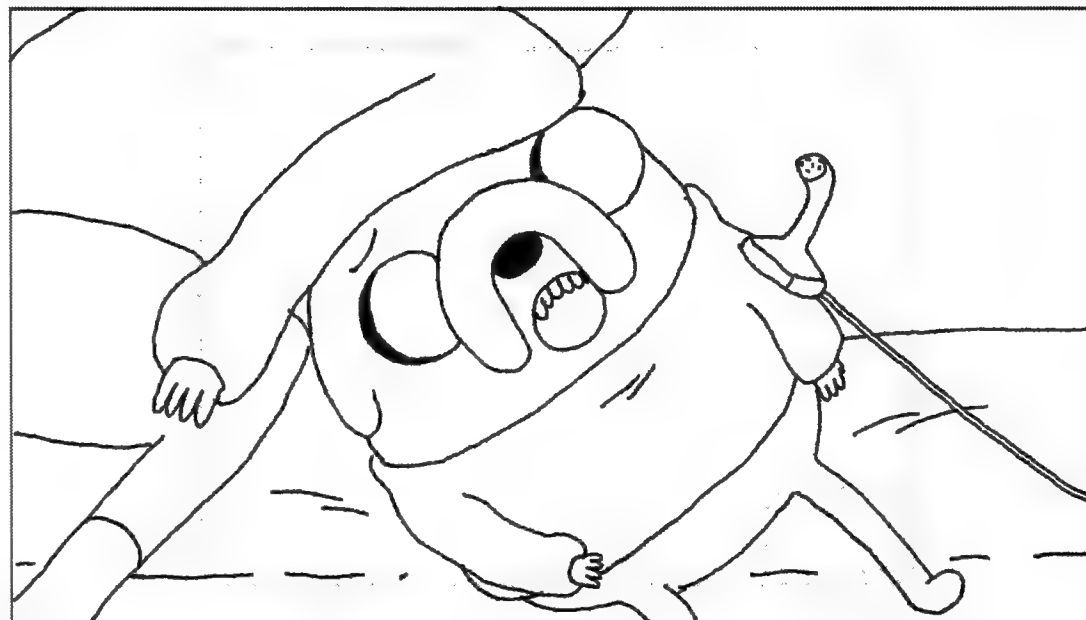


Sc. 48

Pnl. A

Bg.

day night



Dialog:

Q I DON'T EVEN KNOW  
WHAT THAT IS !!!!

Action:



Timing:

1034-228

EPISODE #

Production :

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# ADVENTURE TIME



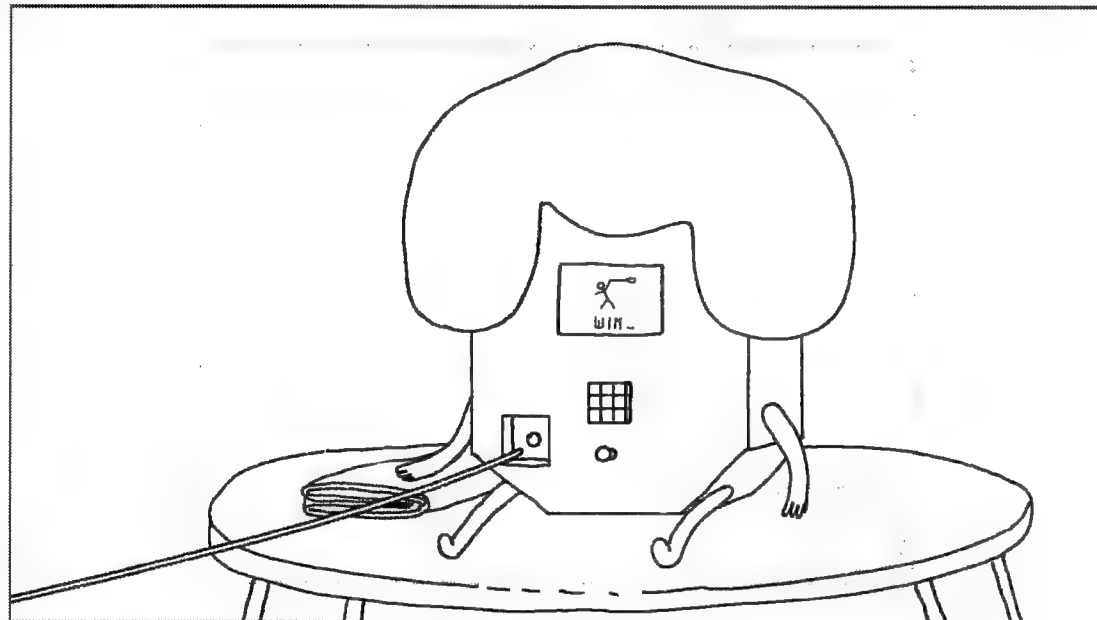
Page 57

Sc. 49

Pnl. A

Bg.

day night

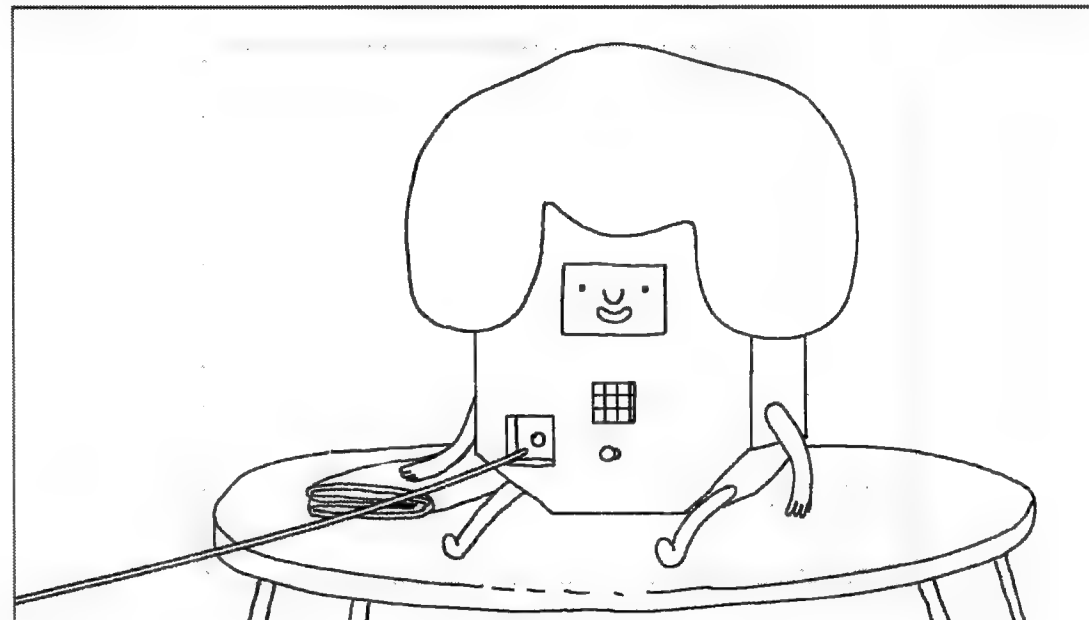


Sc. 49

Pnl. B

Bg.

day night



Dialog:

(M)

DO YOU BOYS WANT TO  
PLAY AGAIN?

Action:

Timing:

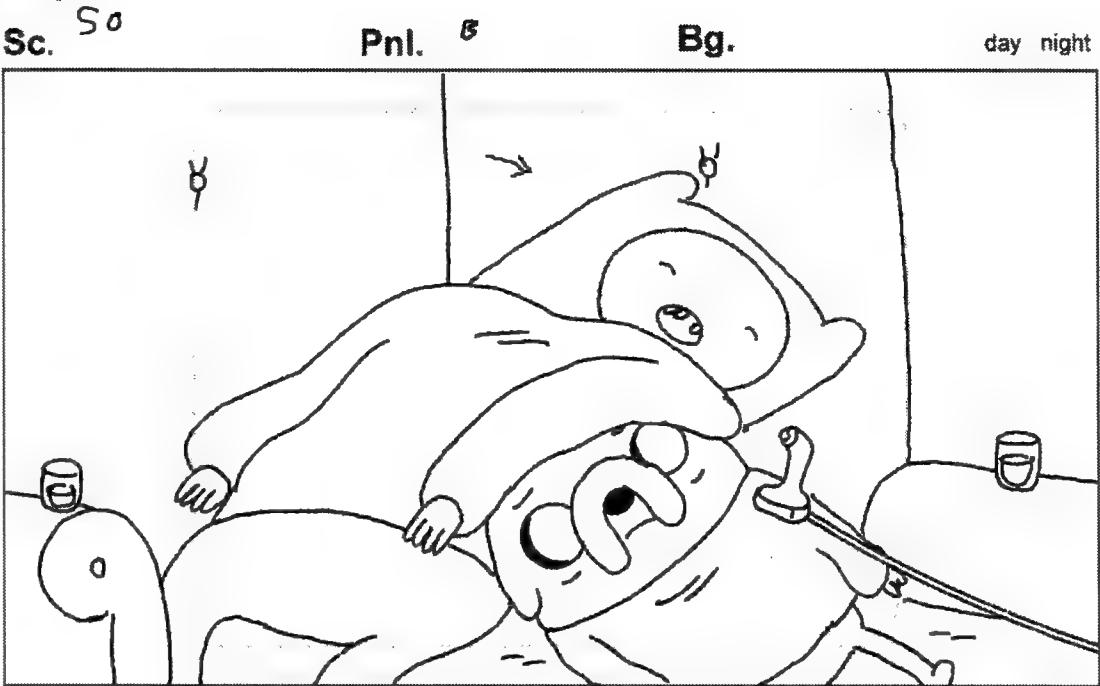
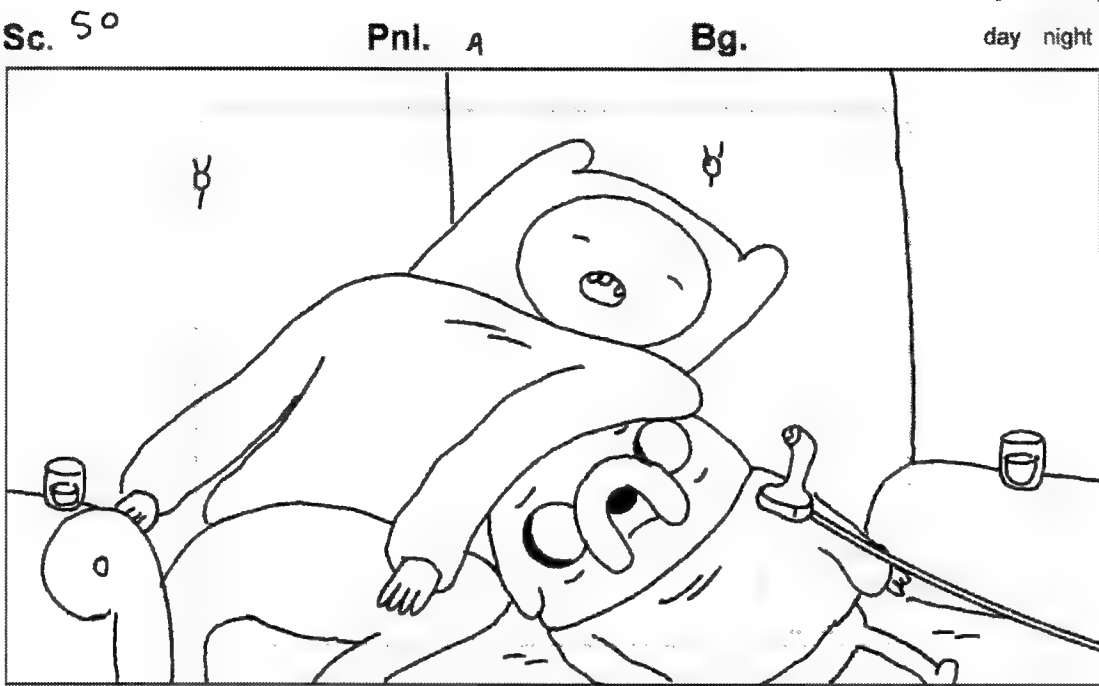
1034-228

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
ⓔ U N G H H H . . . ⓔ O K .
Action:
Timing:

EPISODE # 1034-228  
Production :



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# ADVENTURE TIME



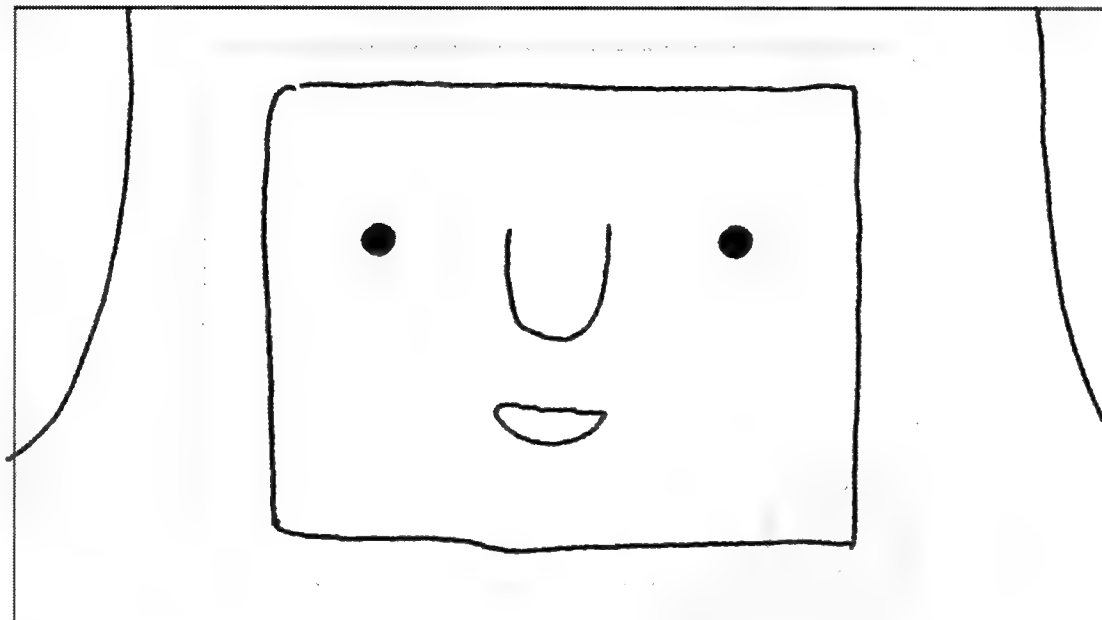
Page 59

Sc. 51

Pnl. A

Bg.

day night

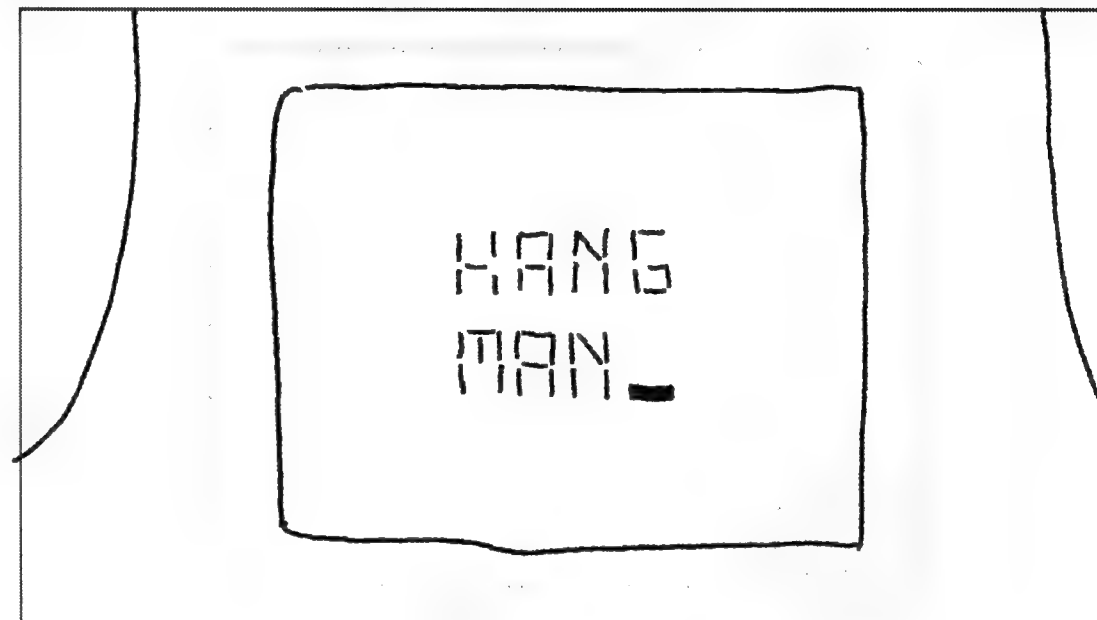


Sc. 51

Pnl. β

Bg.

day night



Dialog:

M BOYS LOVE GAMES.



Action:

Timing:

Production :

EPISODE #

1034-228

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# ADVENTURE TIME



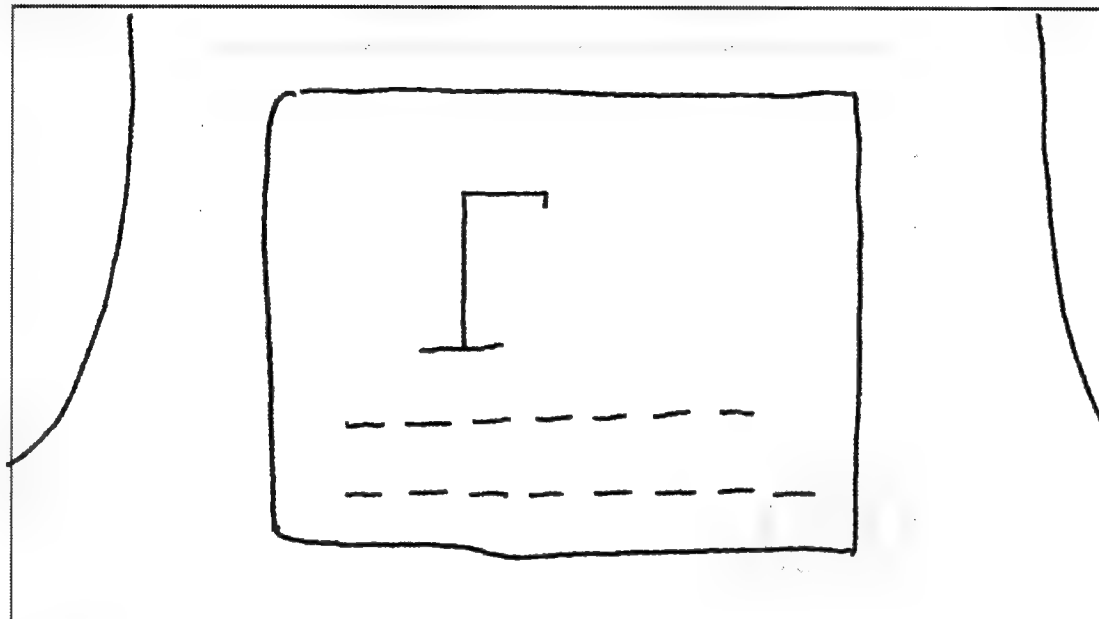
Page 60

Sc. 51

Pnl. c

Bg.

day night

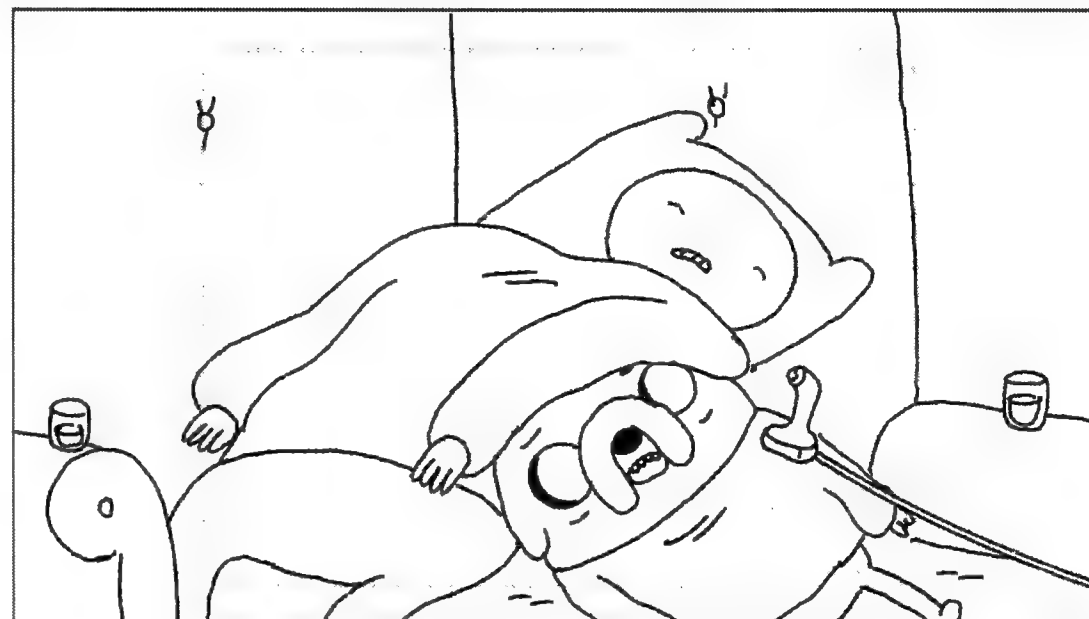


Sc. 52

Pnl. A

Bg.

day night



Dialog:

Ⓜ/ PICK A LETTER!

Ⓟ/ AHHH I DUNNO, 'E'.

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

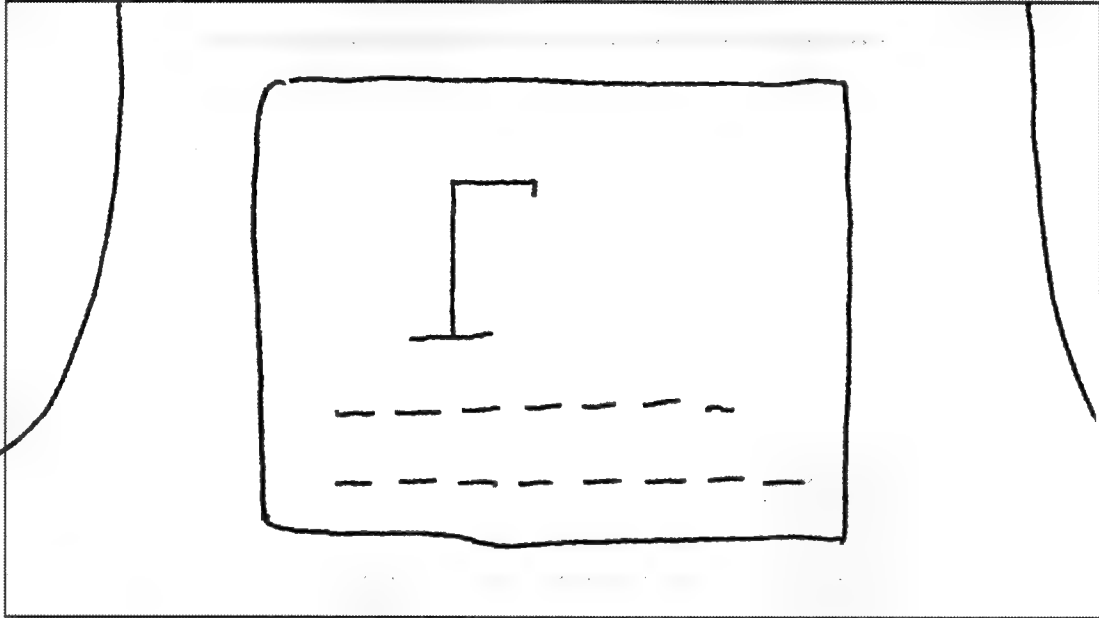


Sc. 53

Pnl. A

Bg.

day night

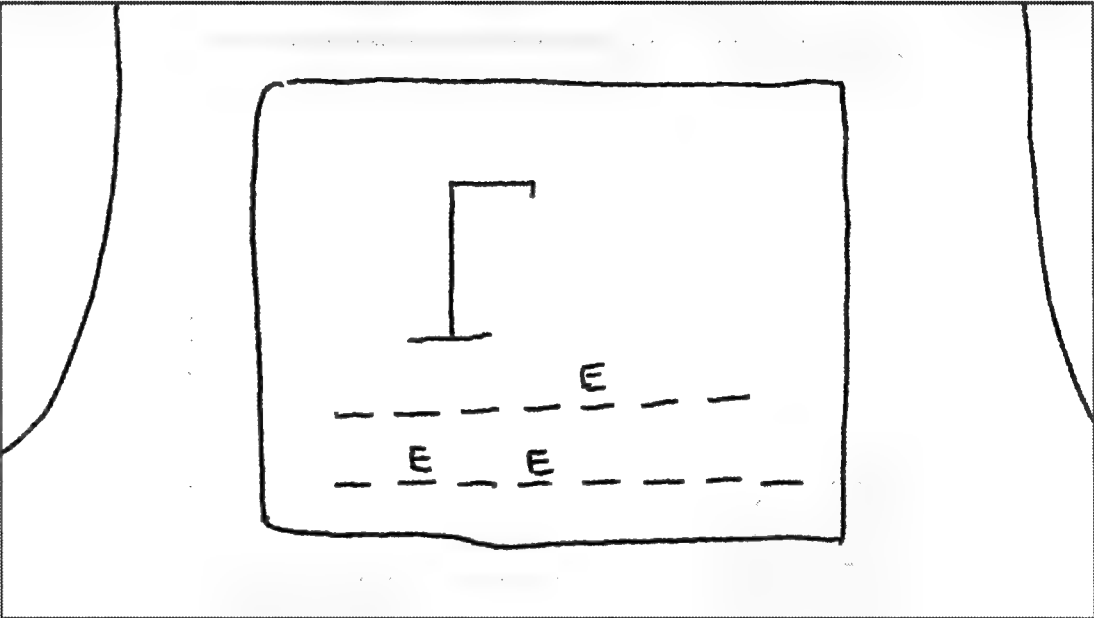


Sc. 53

Pnl. B

Bg.

day night



Dialog:

(SFX) E DING E.

Action:

Timing:

EPISODE # 1034-228  
Production :

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# ADVENTURE TIME



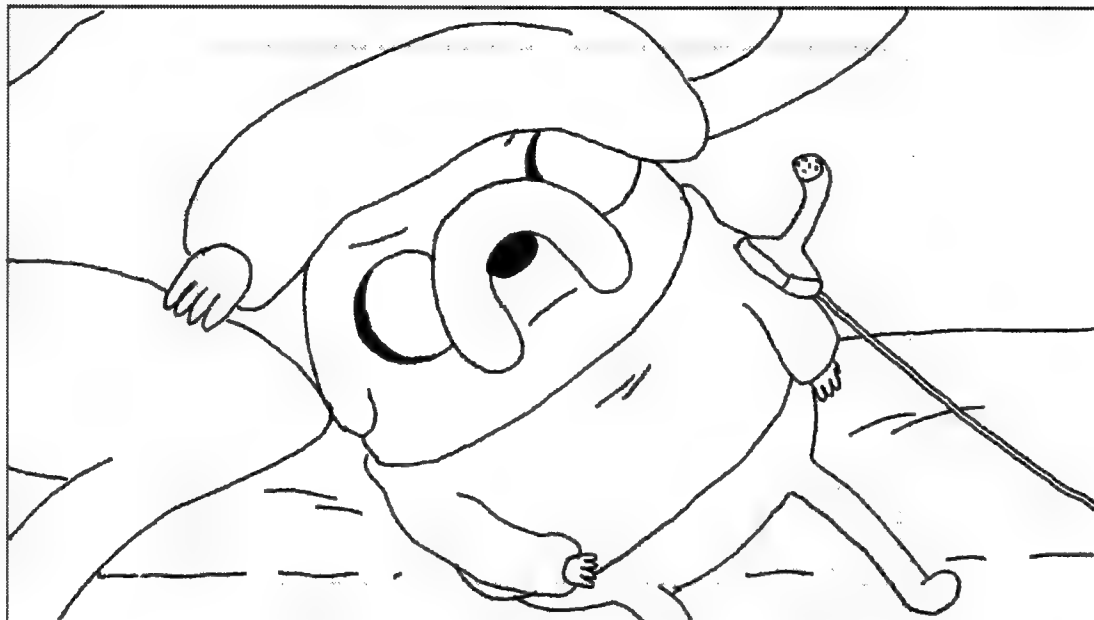
Page 62

Sc. 54

Pnl. A

Bg.

day night

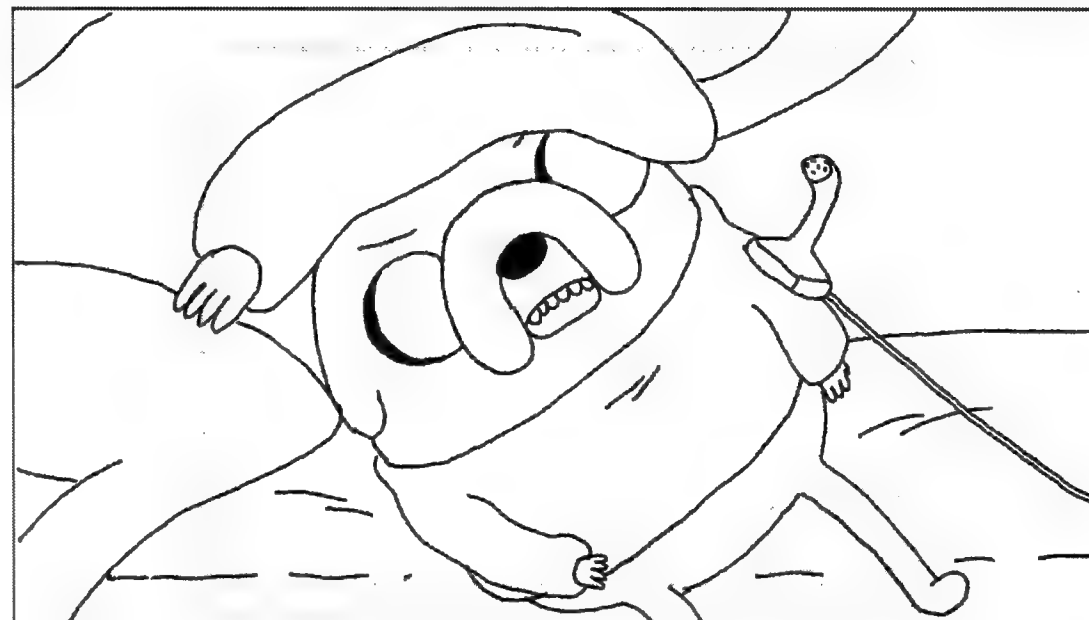


Sc. 54

Pnl. B

Bg.

day night



Dialog:

① ... WAIT.

Action:

== BEAT ==

Timing:

Production :

EPISODE #

1034-228

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ADVENTURE TIME

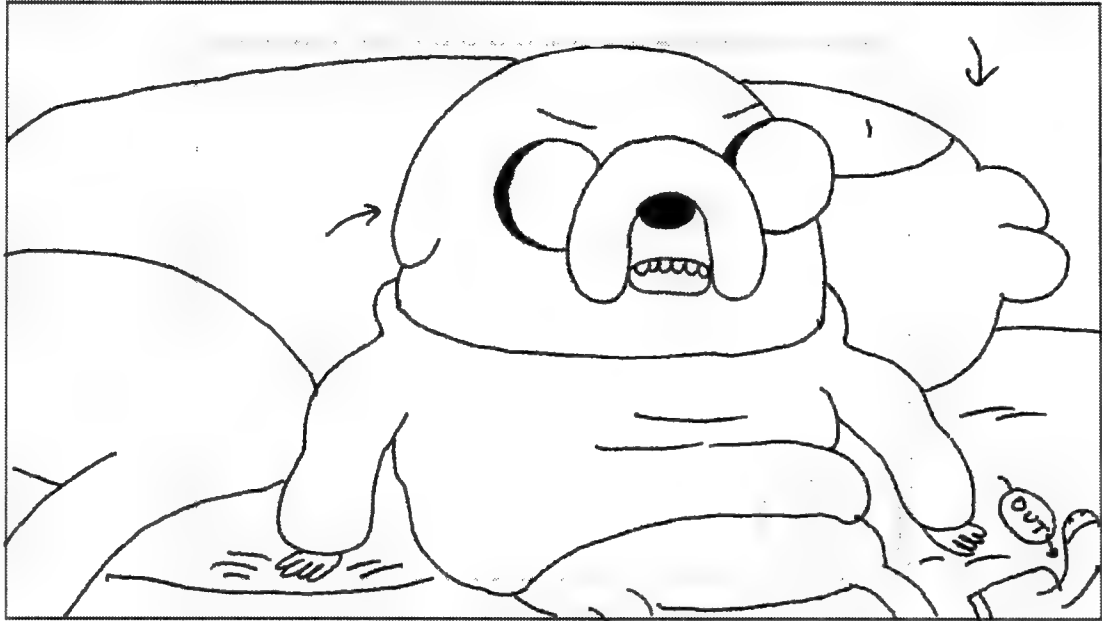


Sc. 54

Pnl. c

Bg.

day night

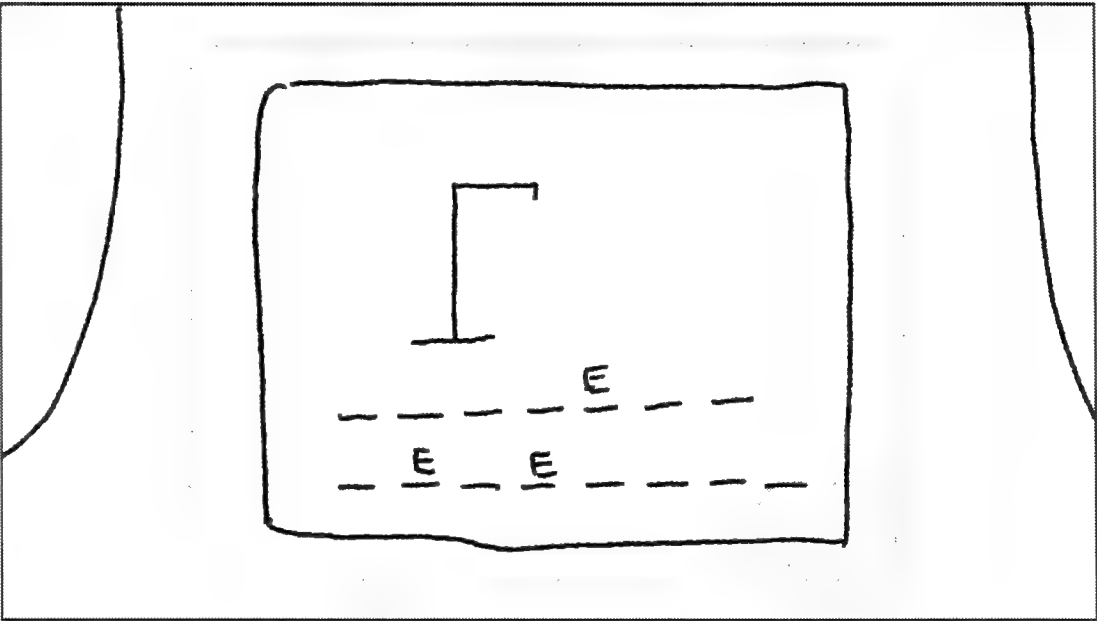


Sc. 55

Pnl. A

Bg.

day night



Dialog:	① IS THIS "BURGESS MEREDITH" AGAIN ??!
Action:	
Timing:	

EPISODE # 1034-228  
Production :

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# ADVENTURE TIME



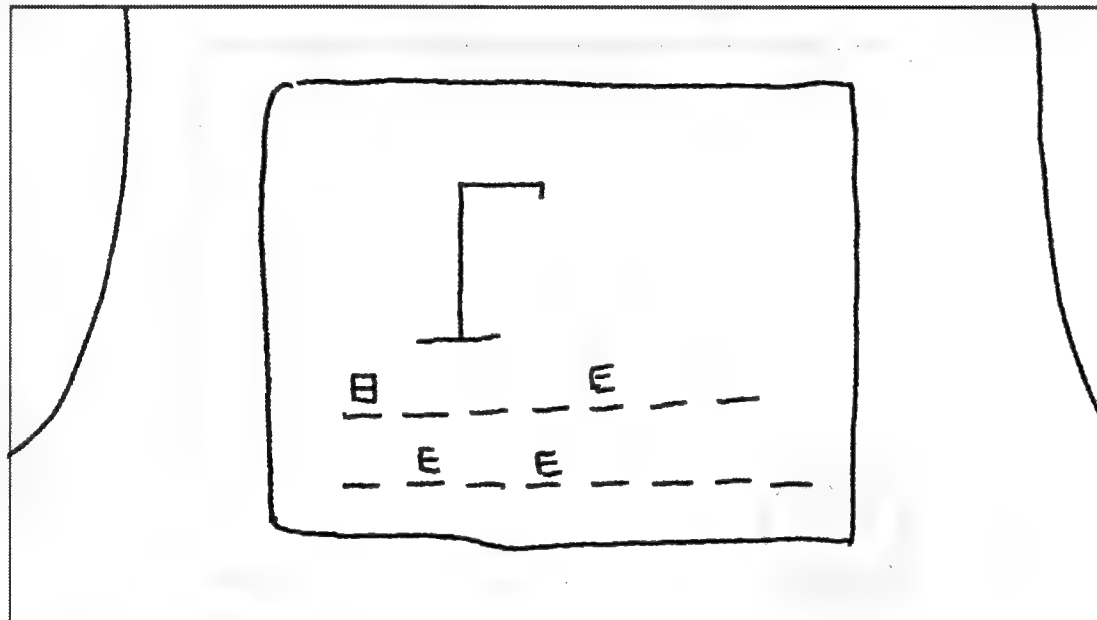
Page 64

Sc. 55

Pnl. A

Bg.

day night

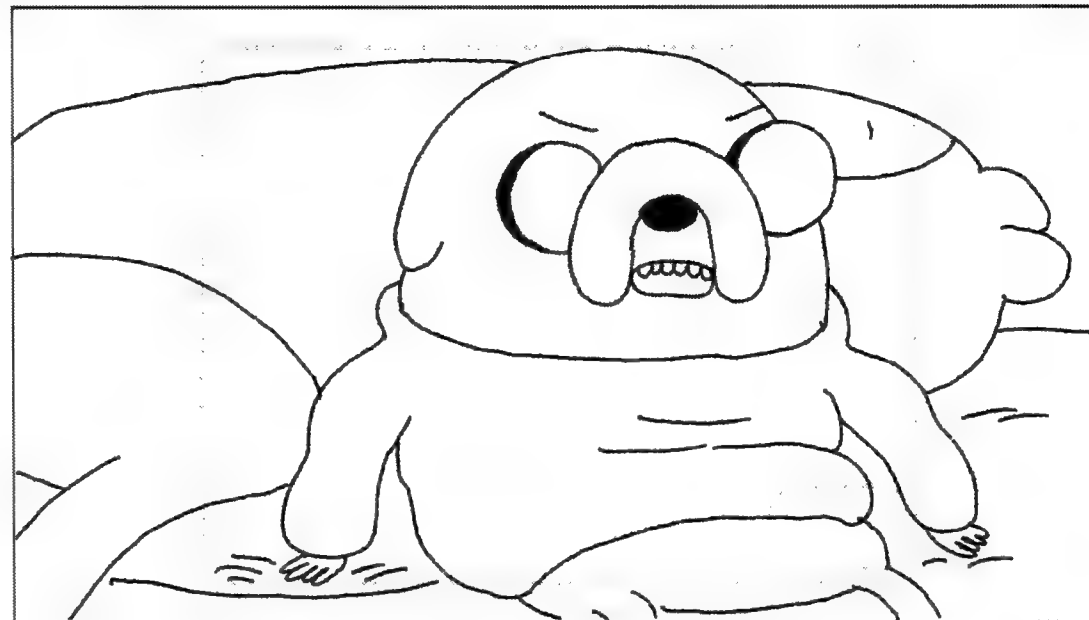


Sc. 56

Pnl. A

Bg.

day night



Dialog:

(SFX) E DING E.

(J) NOPE!

Action:

'B' APPEARS

Timing:

Production :

EPISODE #

1034-228

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ADVENTURE TIME

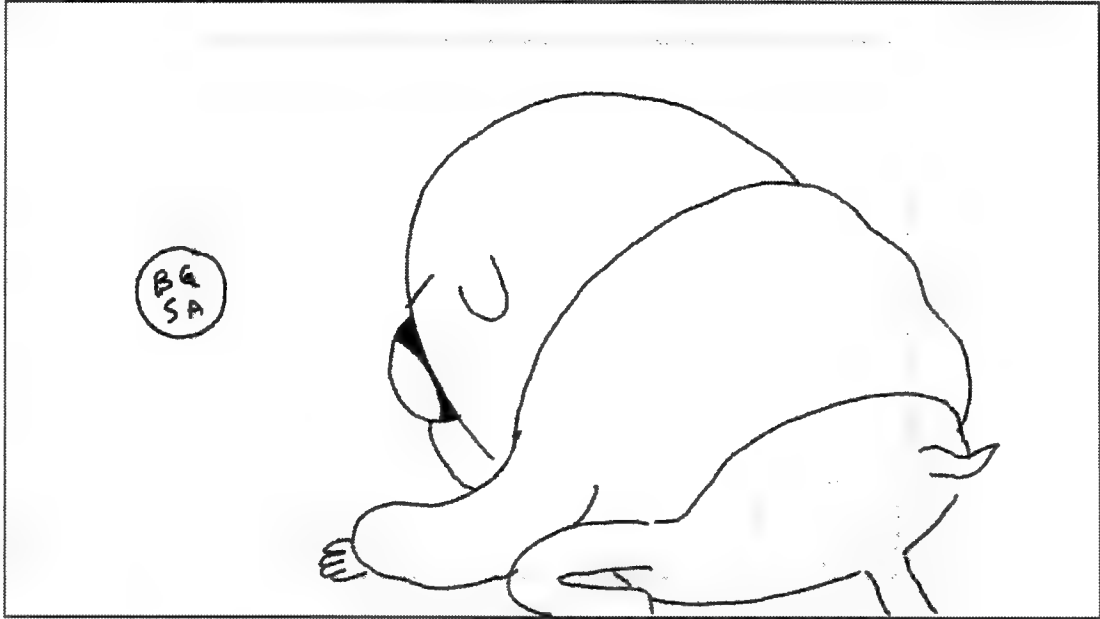


Sc. 56

Pnl. B

Bg.

day night

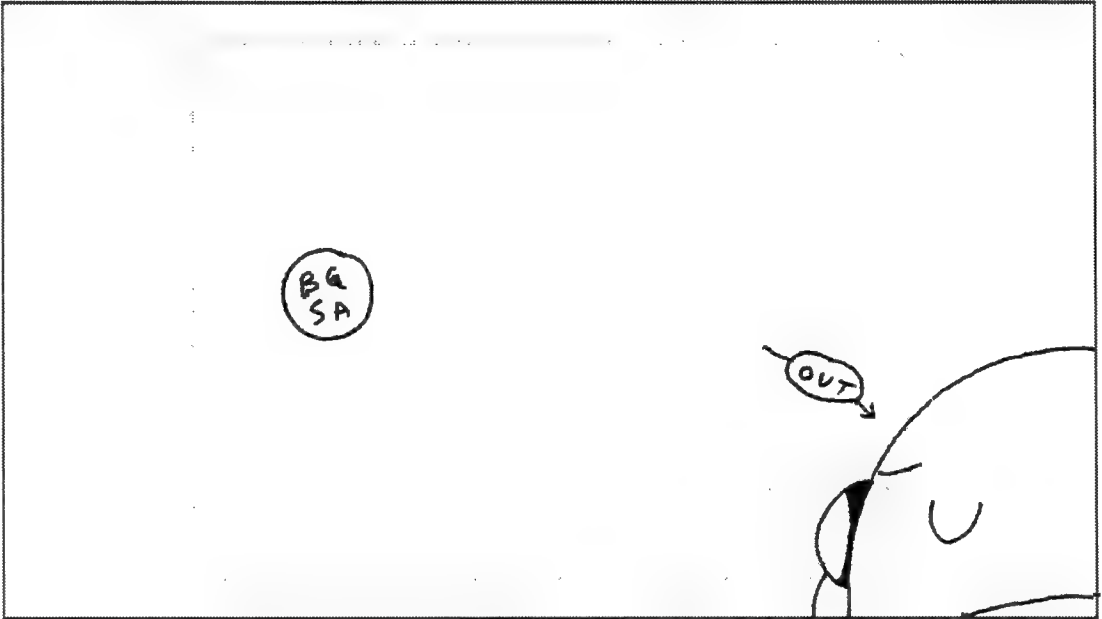


Sc. 56

Pnl. C

Bg.

day night



Dialog:

① NOT COOL!

Action:

Timing:

1034-228  
EPISODE #  
Production :

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ADVENTURE TIME

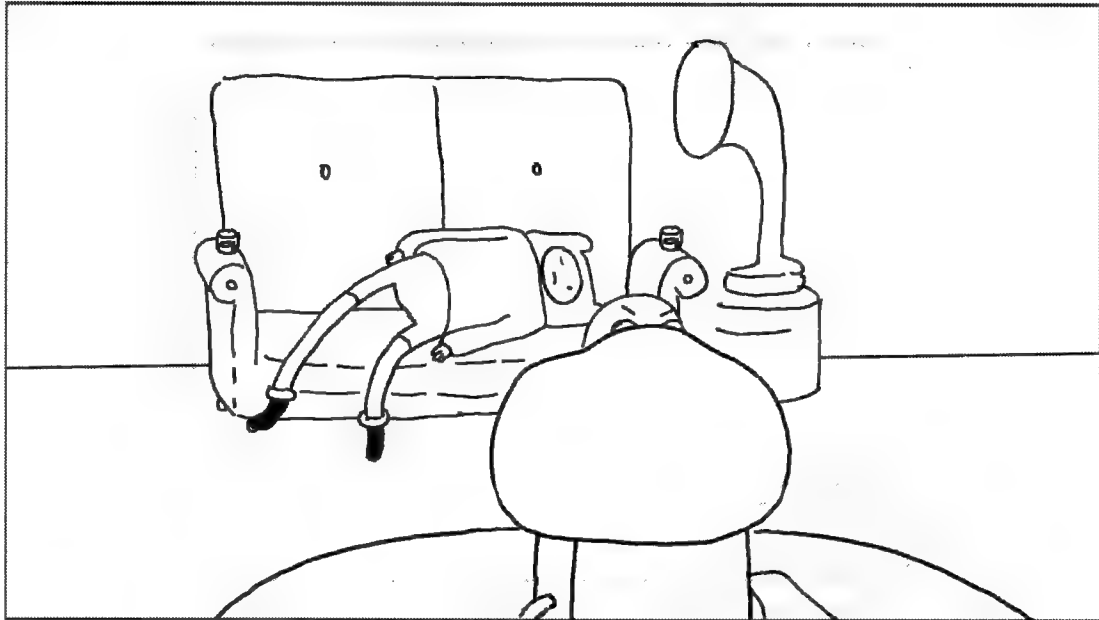


Sc. 57

Pnl. 4

Bg.

day night

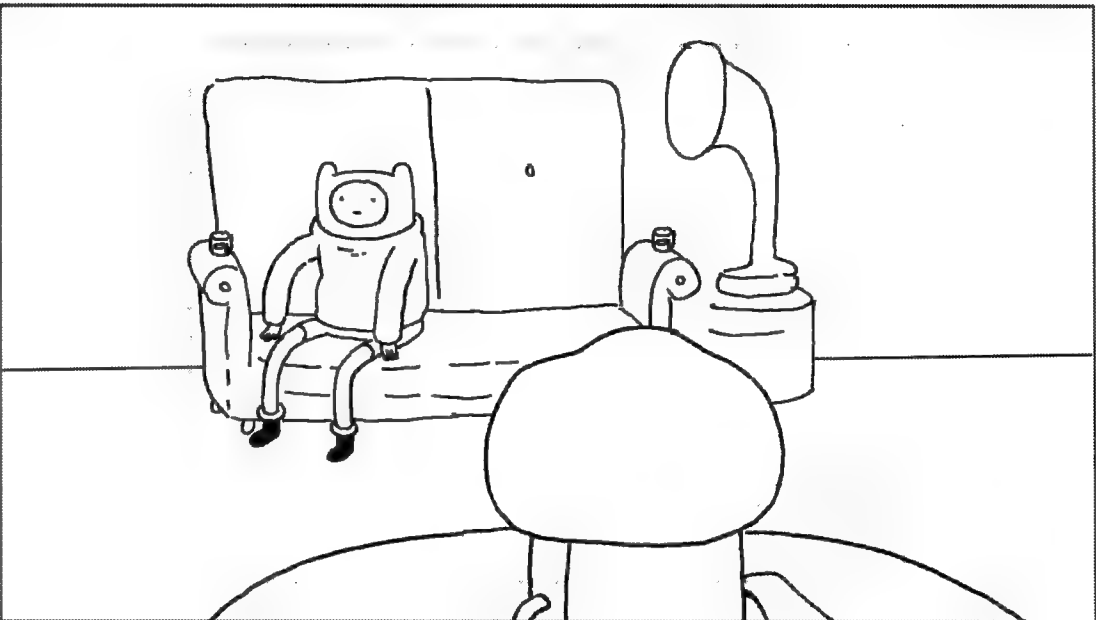


Sc. 57

Pnl. 8

Bg.

day night



Dialog:

① COME ON FINN,

Action:

Timing:

EPISODE # 1034-228

Production :



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ADVENTURE TIME

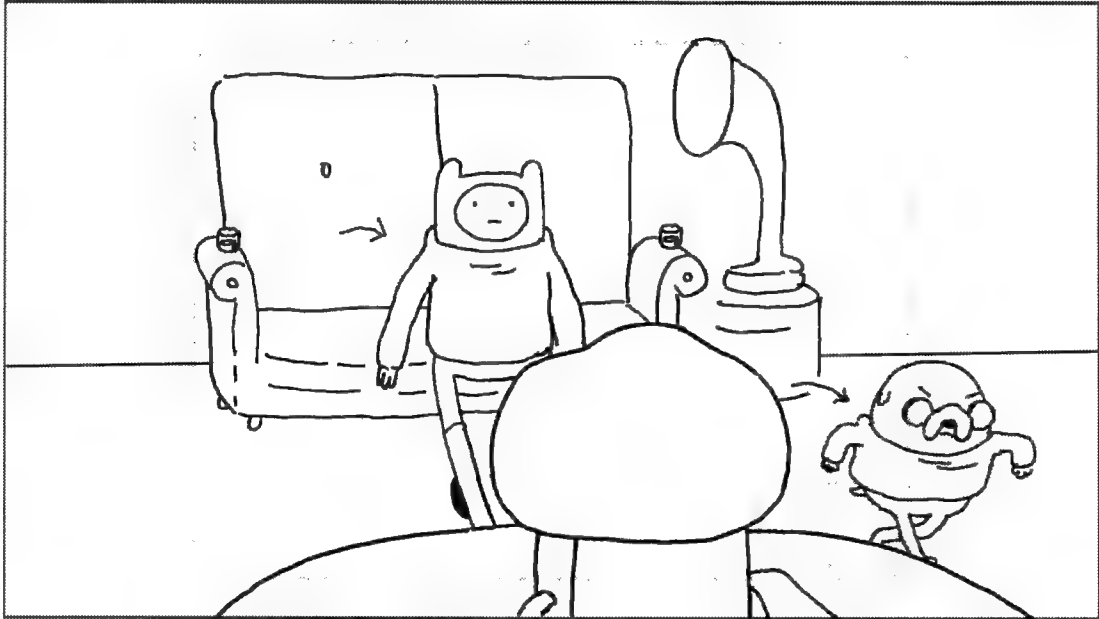


Sc. 57

Pnl. c

Bg.

day night

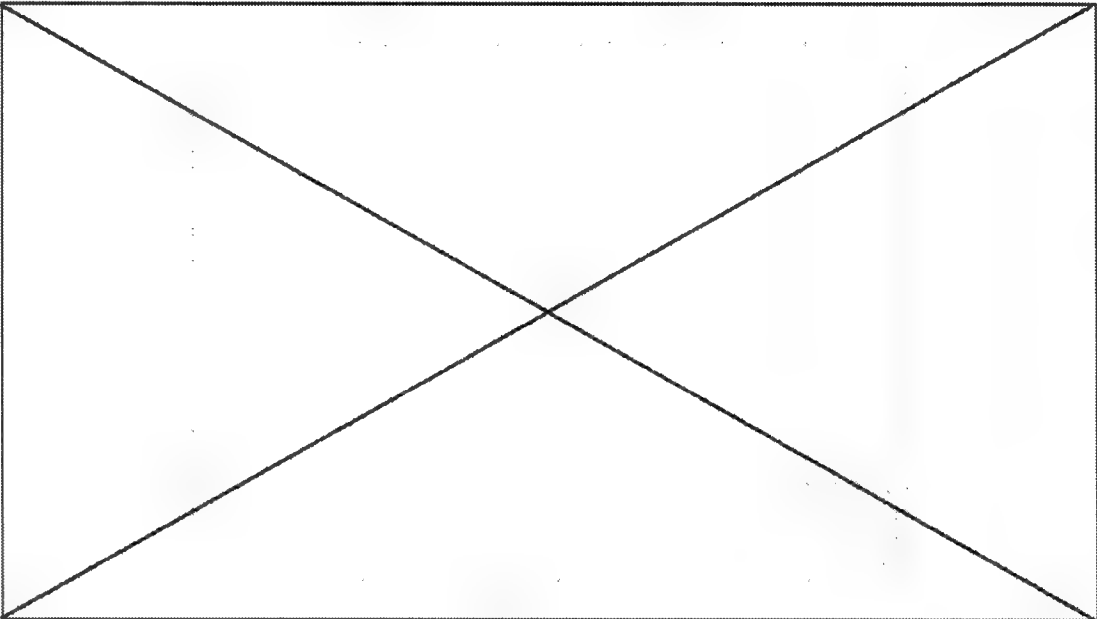


Sc. -

Pnl. -

Bg.

day night



Dialog:

① (CONT) LET'S FIND A  
A REAL HANG MAN.

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

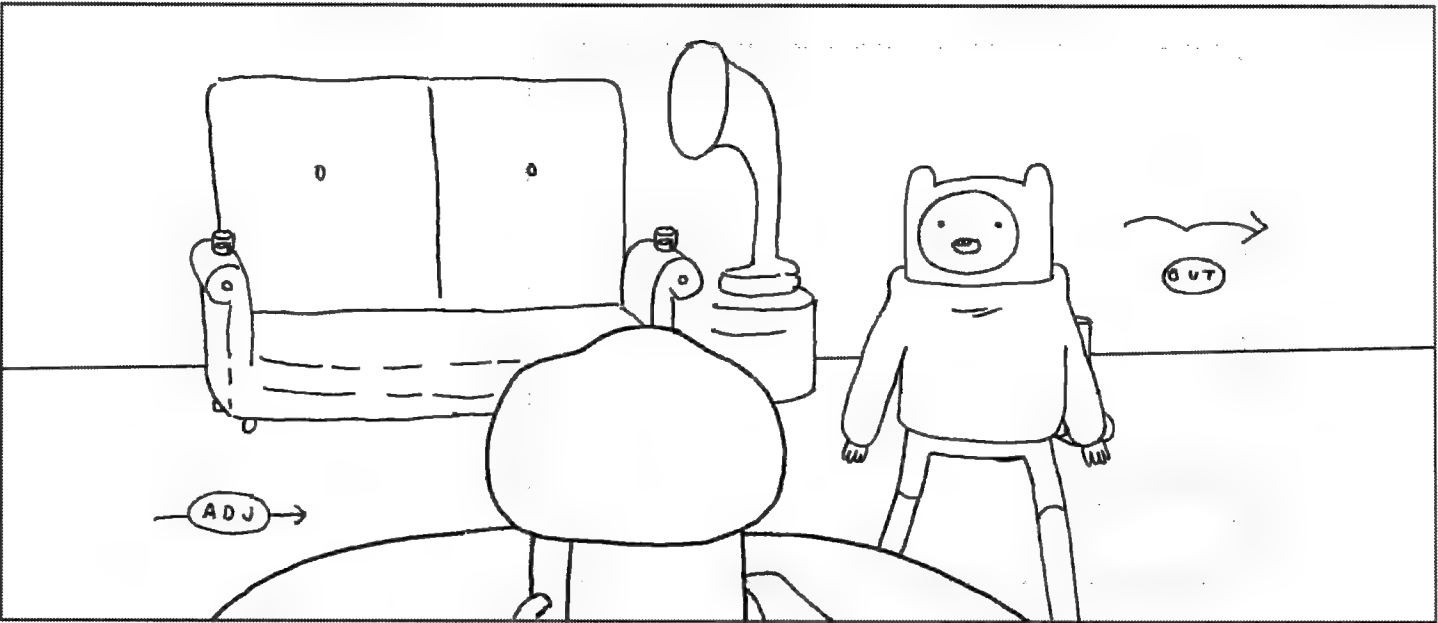


Sc. 57

Pnl. 0

Bg.

day night



Dialog:

(F) GWAMPA .

Action:

↑  
FRANK &  
CORDIAL .

Timing:

EPISODE #

Production :

1034-228

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ADVENTURE TIME

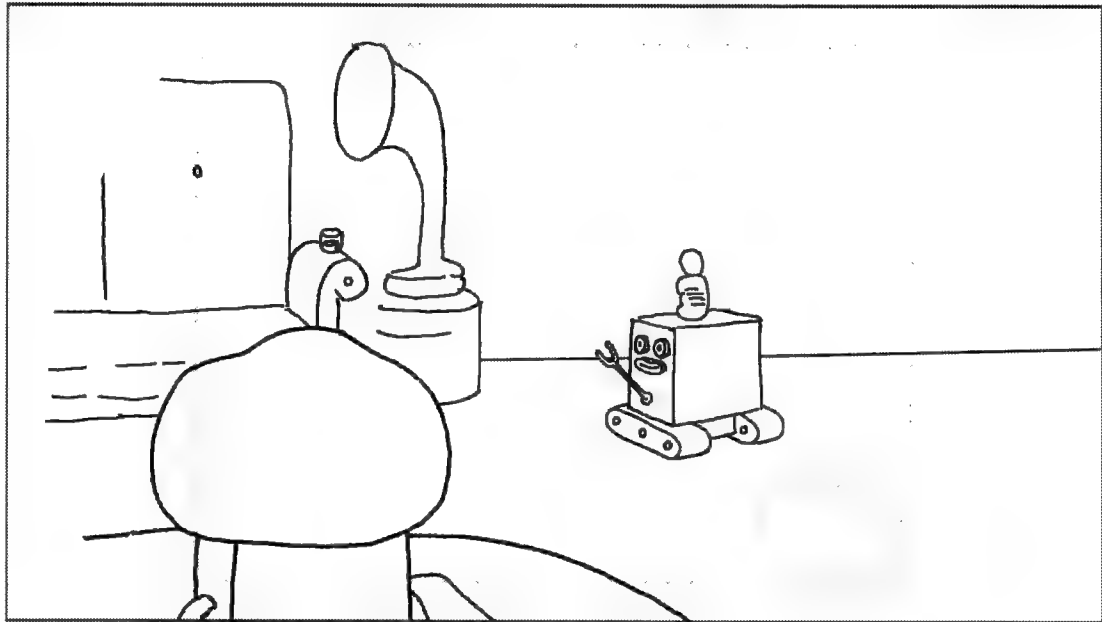


Sc. 57

Pnl. E

Bg.

day night

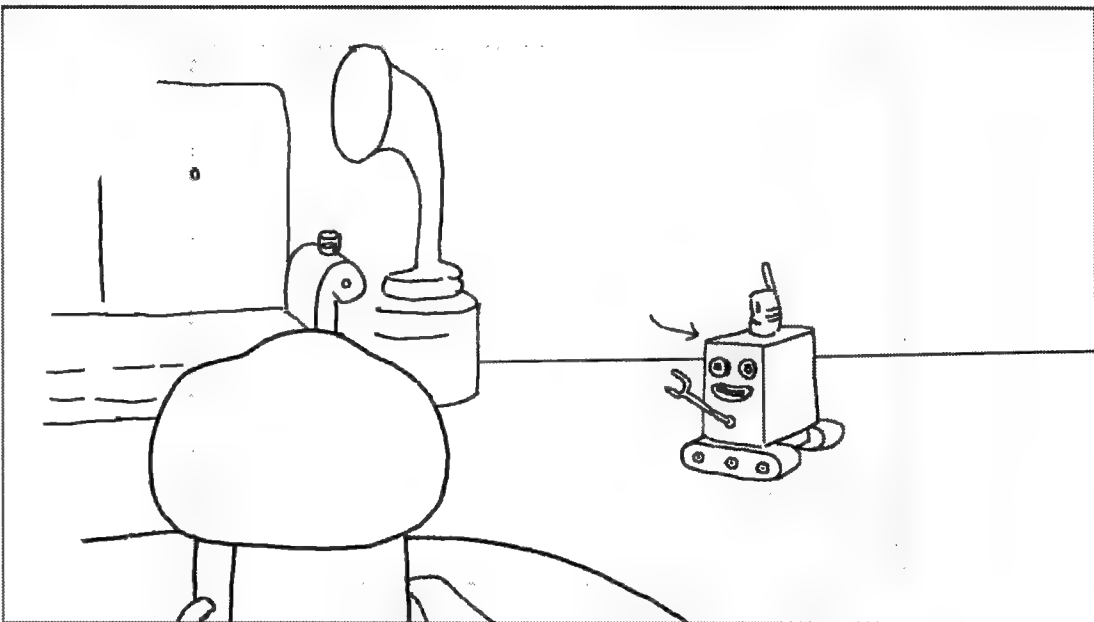


Sc. 57

Pnl. F

Bg.

day night



Dialog:

~~SFX~~ R R R !

Action:

Timing:

EPISODE #

1034-228

Production :

# ADVENTURE TIME

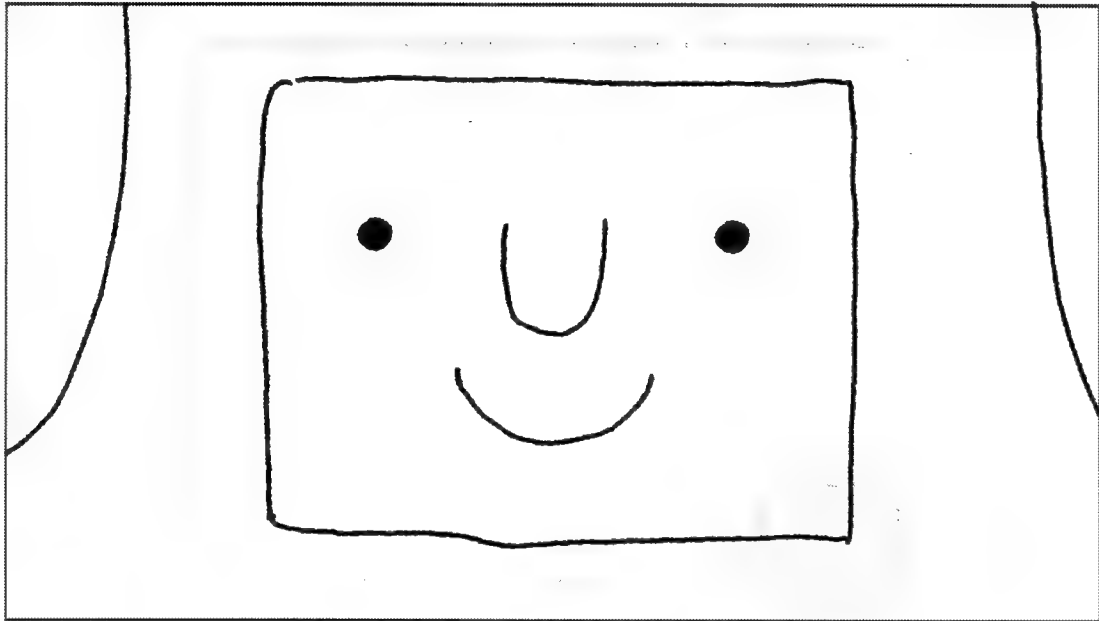


Sc. 58

Pnl. A

Bg.

day night

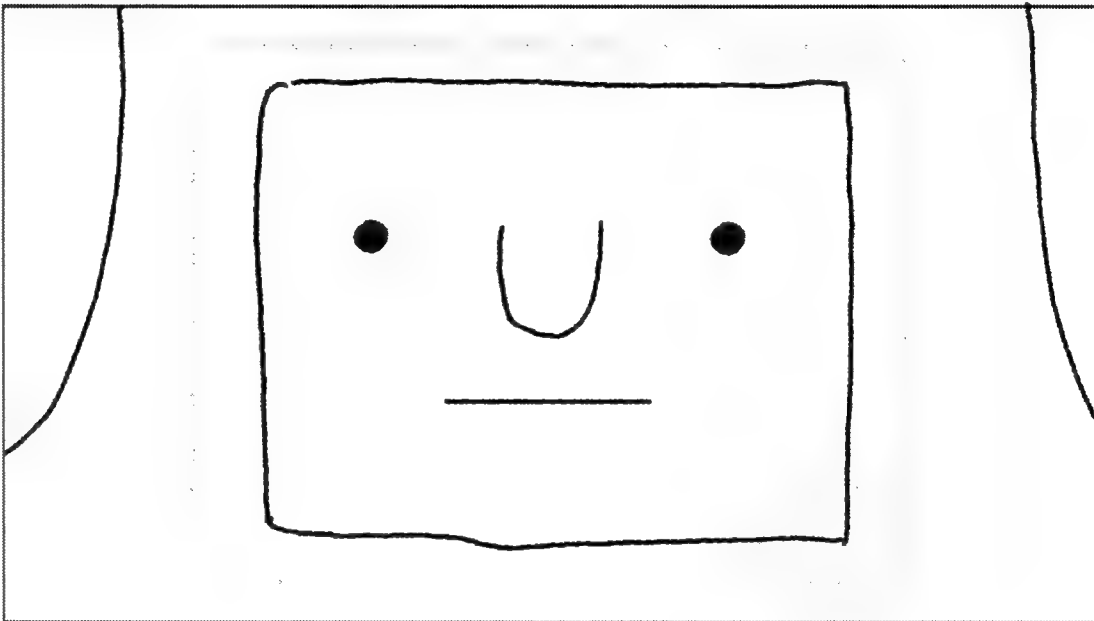


Sc. 58

Pnl. B

Bg.

day night



Dialog:

(SFX) FOOTSTEPS GOING INTO  
THE DISTANCE, A DOOR  
OPENS AND CLOSES.

Action:

Timing:

1034-228

EPISODE #

Production :

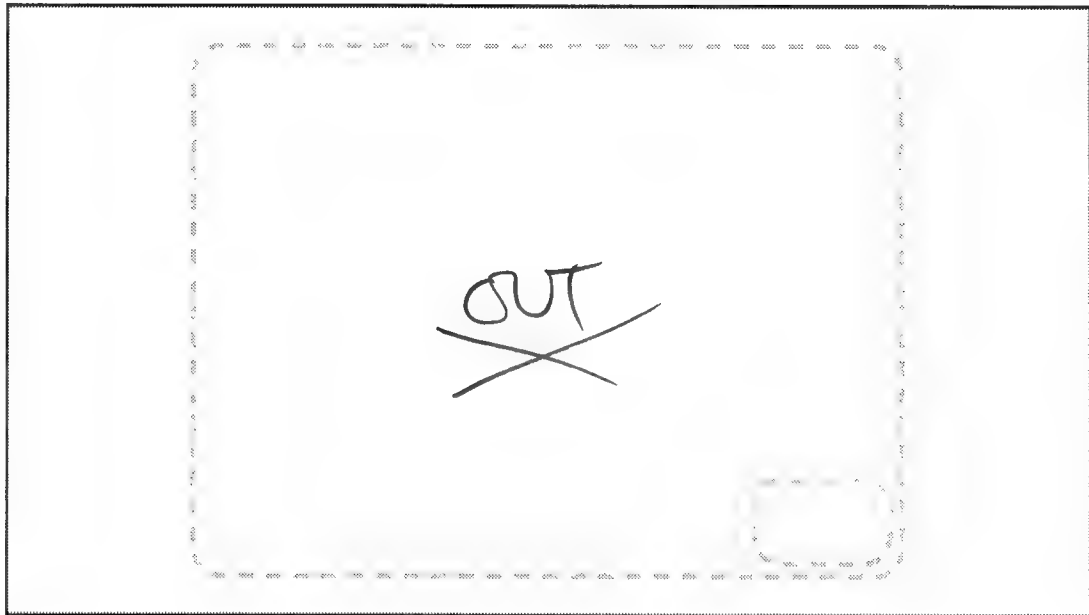
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# ADVENTURE TIME

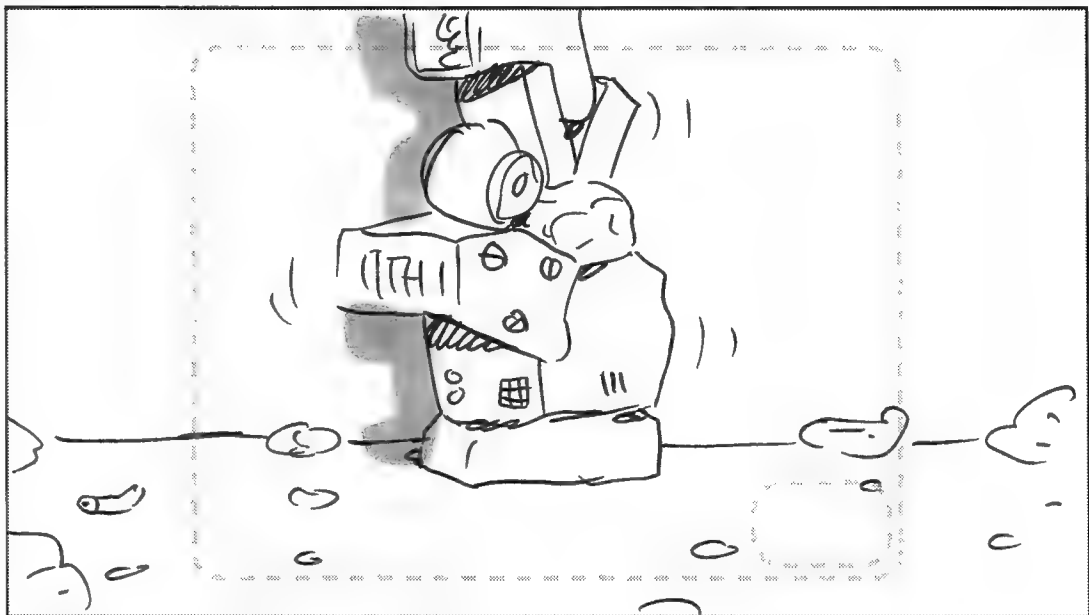


Page 71

Sc. Pnl. Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog:

- BEAT -

Action:

- junk tower wobbles.

Timing:

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



Page 72

Sc.

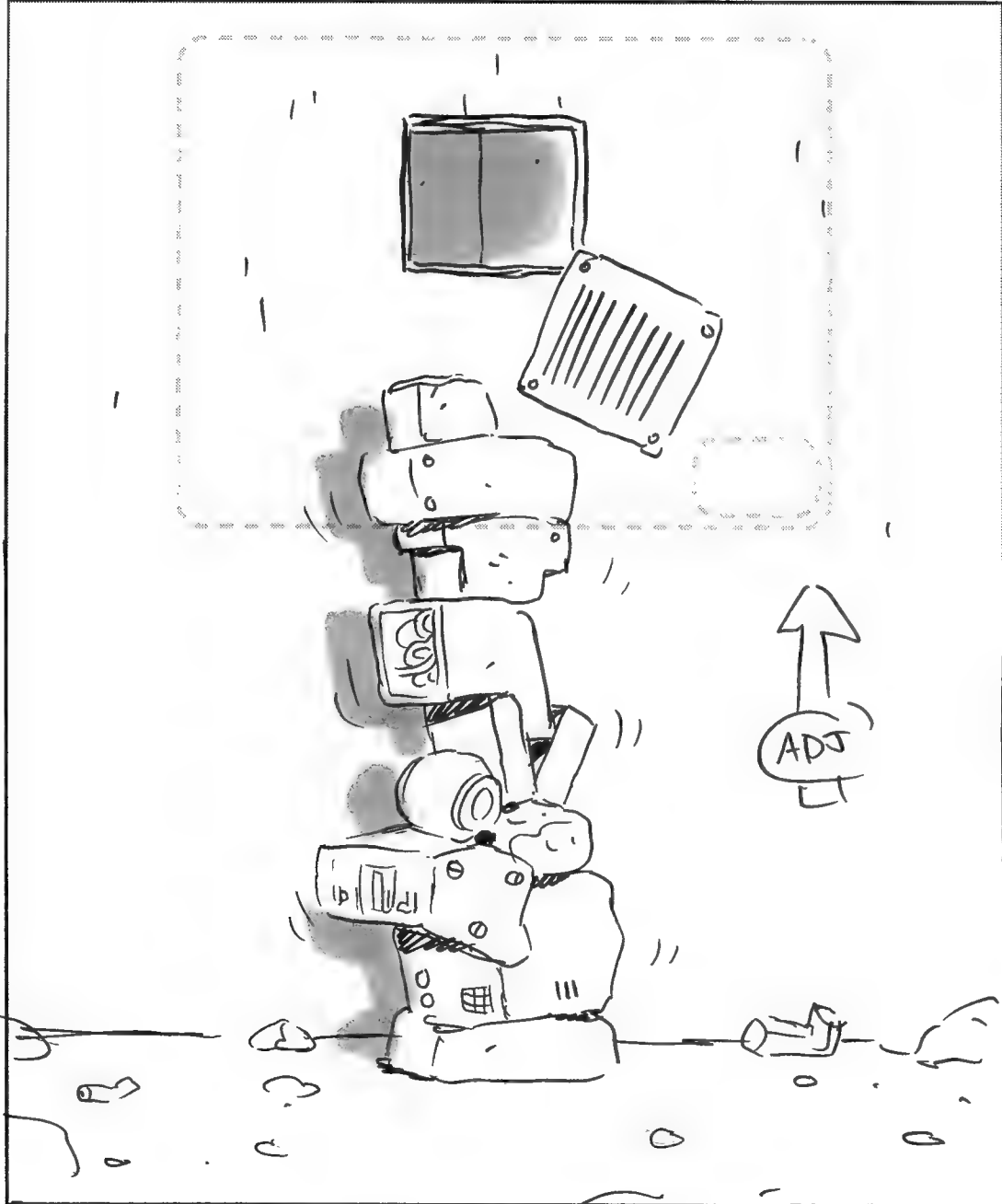
59

Pnl.

B

Bg.

day night



Dialog:

(SFX: \* BMO IN VENT \*

Action:

Timing:

EPISODE #

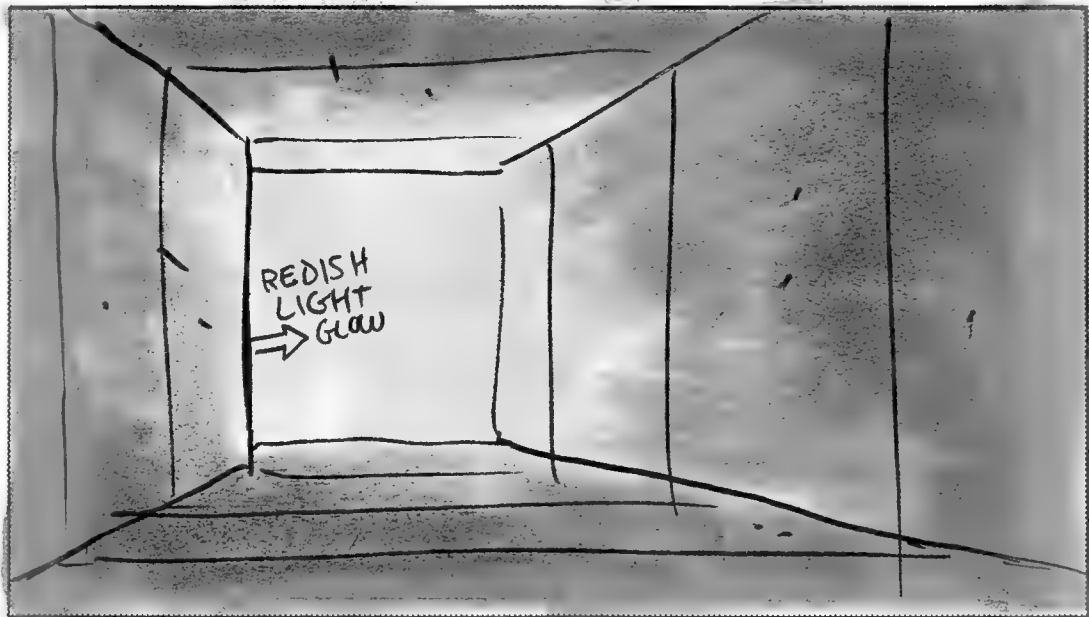
1034-228

Production :

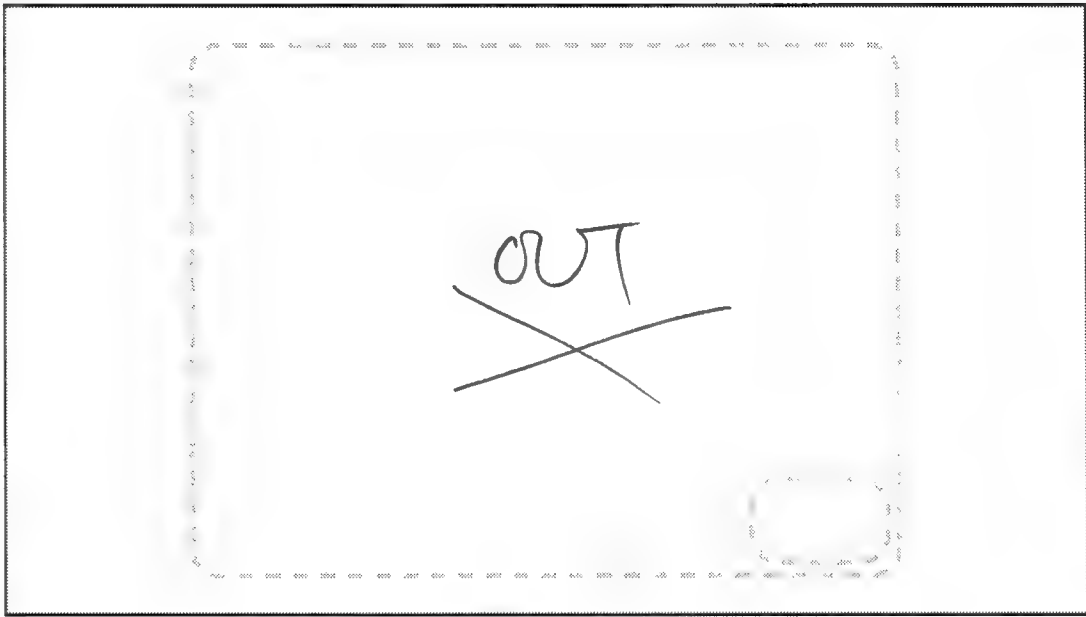
ADVENTURE TIME



Sc. 66 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(Sfx:) *climbing through vents*
Action:	
Timing:	

EPISODE #

Production :

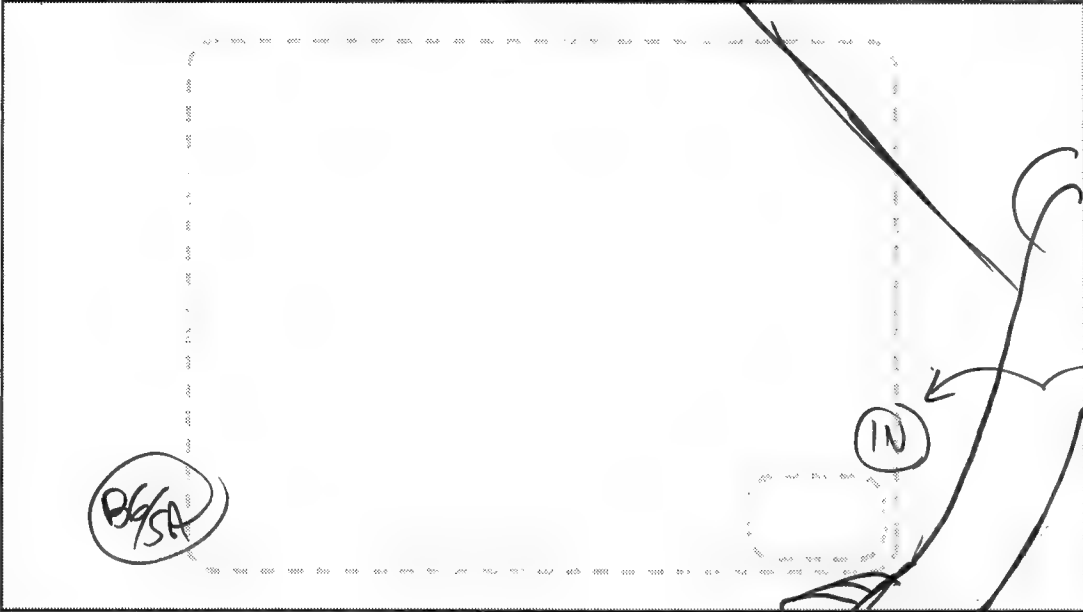
1071-220

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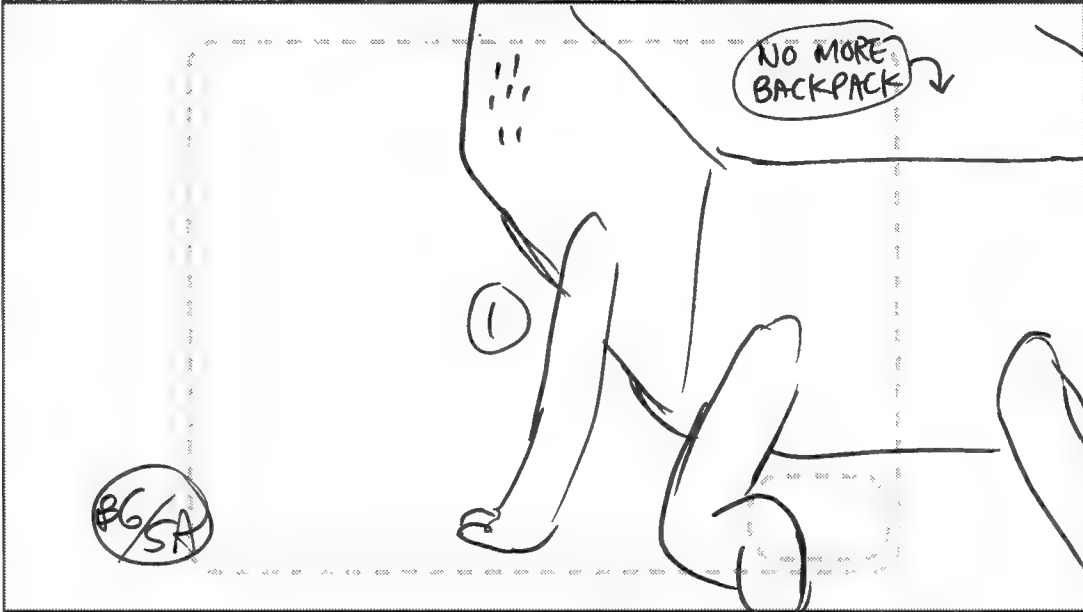
ADVENTURE TIME



Sc. 60 Pnl. B Bg. day night



Sc. 60 Pnl. C Bg. day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1034-228

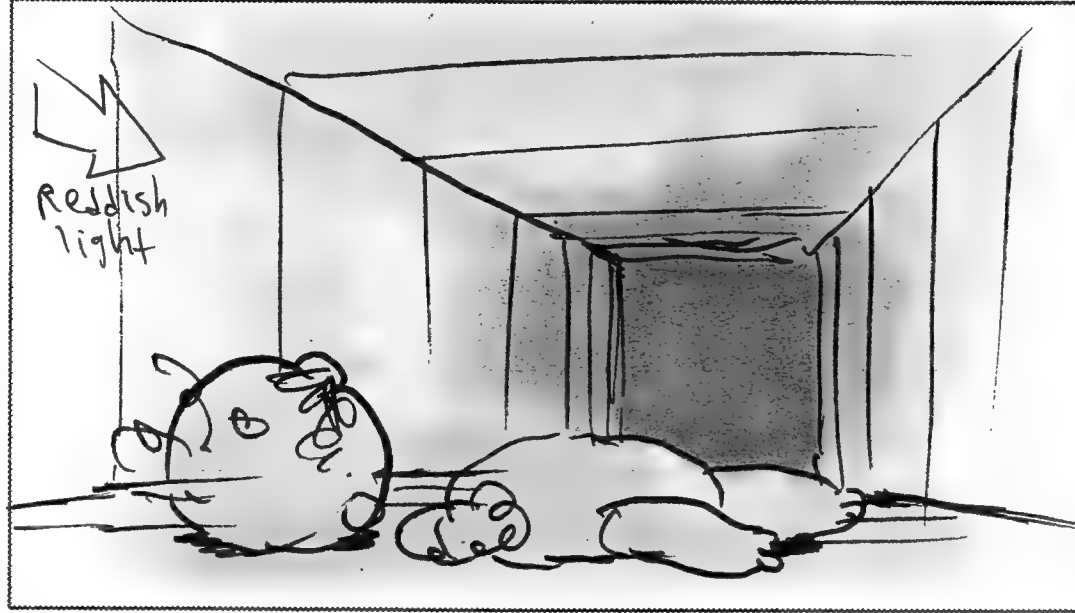


# ADVENTURE TIME

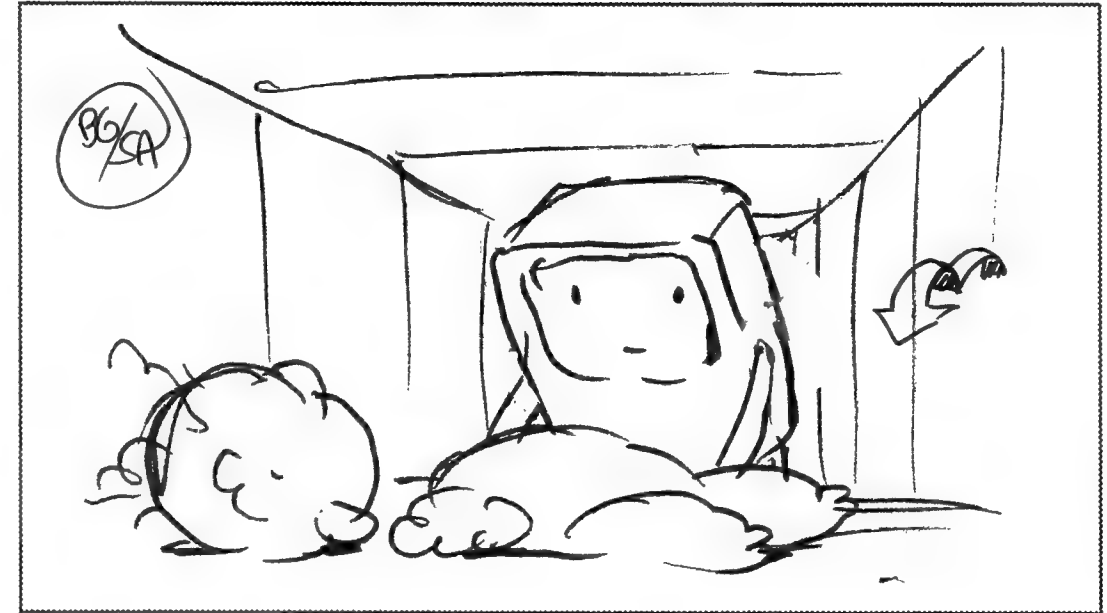


Page 75

Sc. 61 Pnl. A Bg. day night



Sc. 61 Pnl. B Bg. day night



Dialog	
Action	
Timing	

EPISODE # 1034-228

Production :

ADVENTURE TIME



76

Page 1

Sc. 62 Pnl. A Bg. day night



Sc. 62 Pnl. B Bg. day night



Dialog:
Action: - BMO grabs doll head
Timing:

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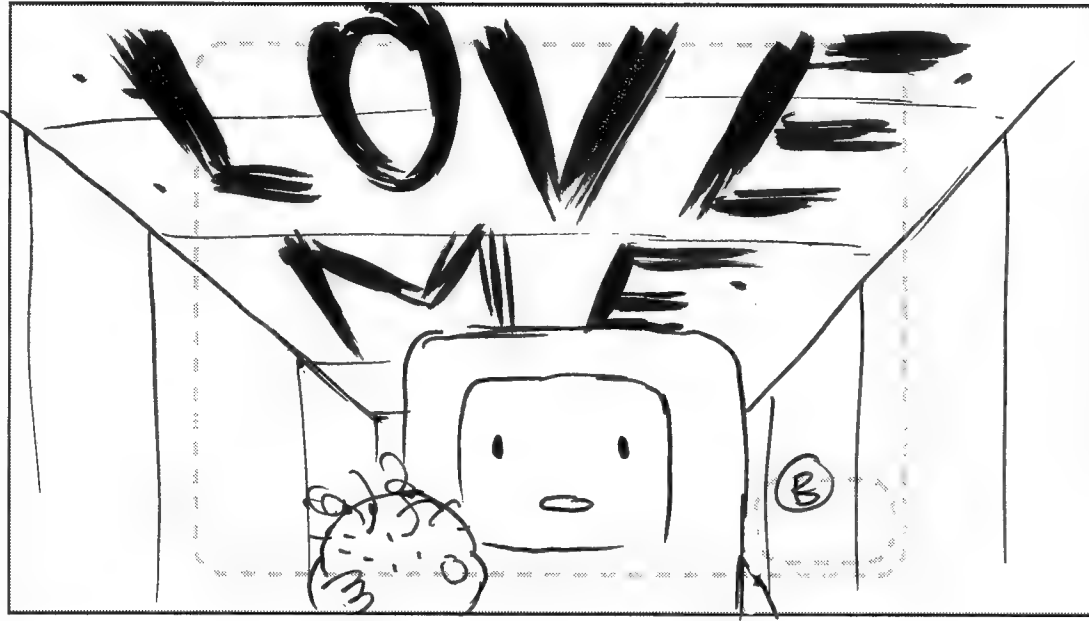
Production :  
EPISODE # 1034-228

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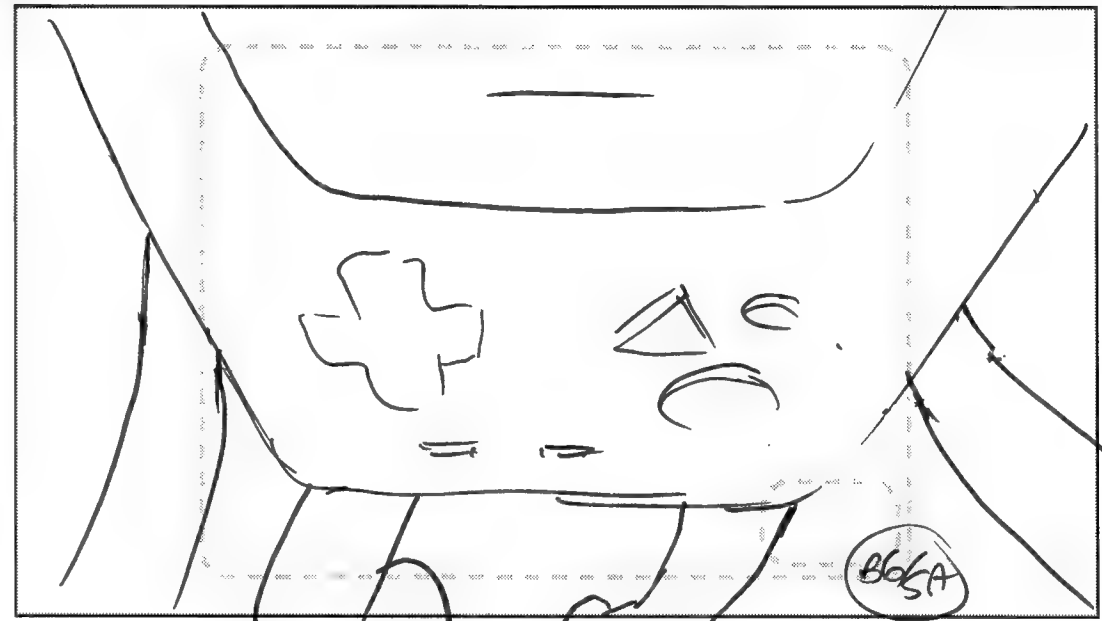
ADVENTURE TIME



Sc. 63 Pnl. A Bg. day night

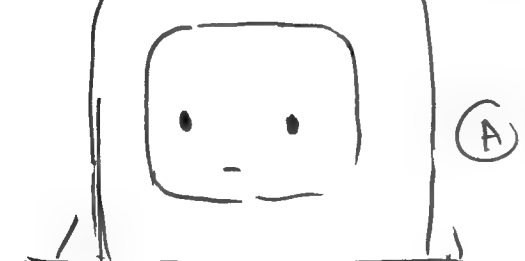


Sc. 63 Pnl. B Bg. day night



Dialog: (BMO) "Probly shouldn't think about this too much..."

Action: (BMO) (A) (B) (A) - BMO crawls off screen

Timing: 

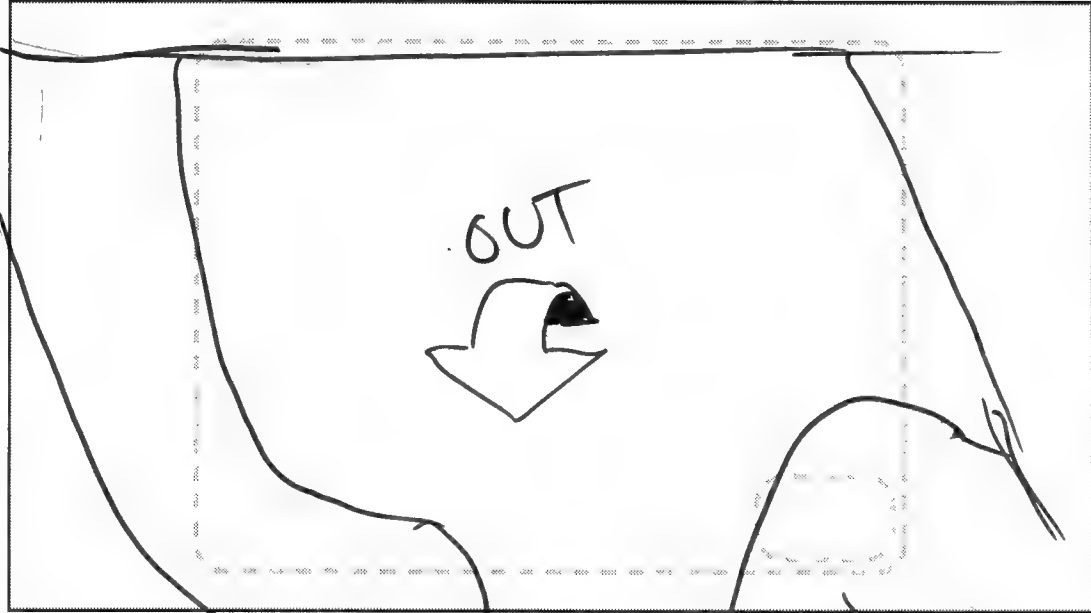
EPISODE # 1034-228

Production :

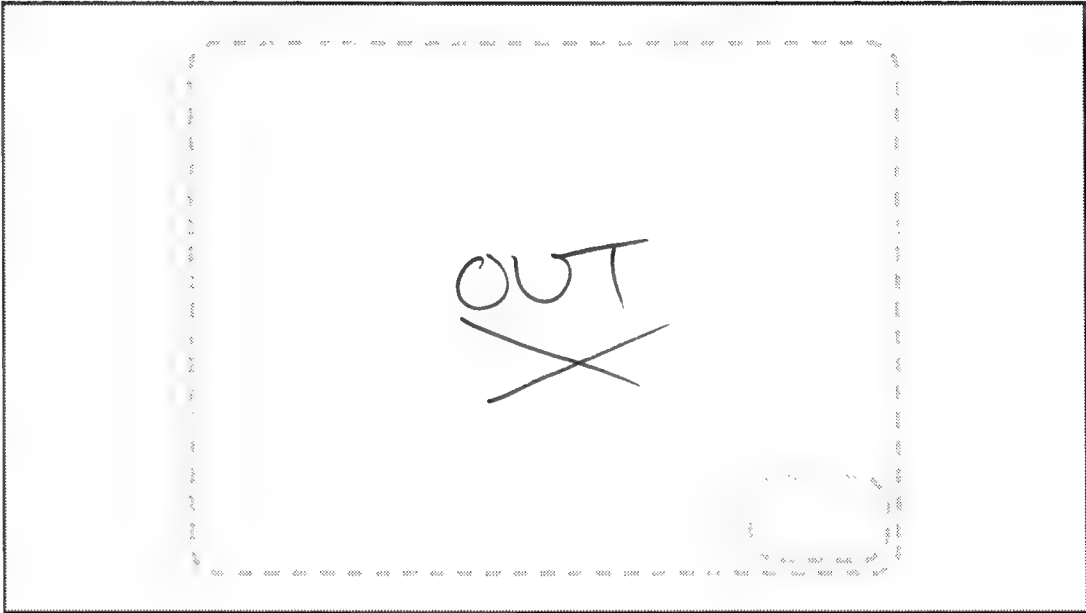
ADVENTURE TIME



Sc. 63 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

ADVENTURE TIME



79

Page \_\_\_\_

Sc. 64 Pnl. A Bg. day night

((REDDISH LIGHT))

Sc. 64 Pnl. B Bg. day night

Dialog:	(SFX:) clang clang	(SFX:) * smash *
Action:		- BMO smashes off vent
Timing:	(2)	

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1034-228  
EPISODE #

Production :

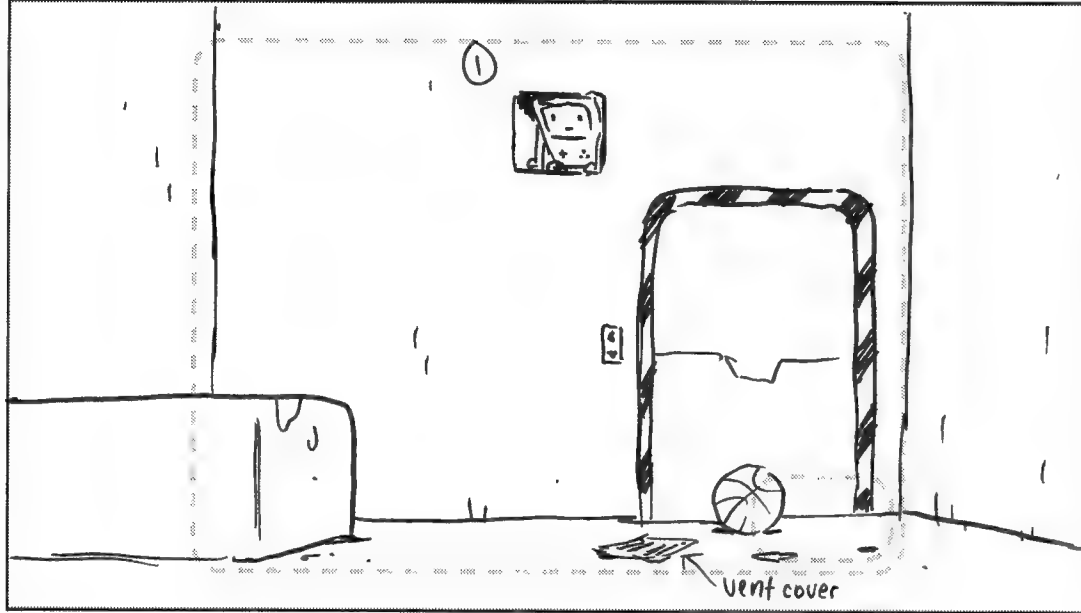
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# ADVENTURE TIME

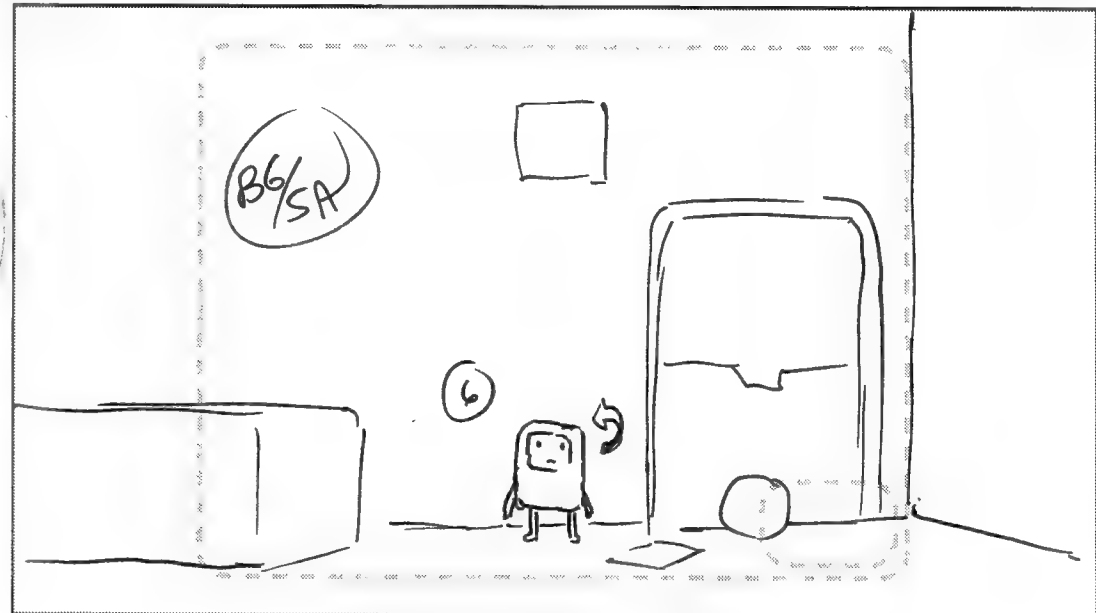


Page 80

Sc. 65 Pnl. A Bg. day night



Sc. 65 Pnl. C Bg. day night



Dialog:

Acti

Timi

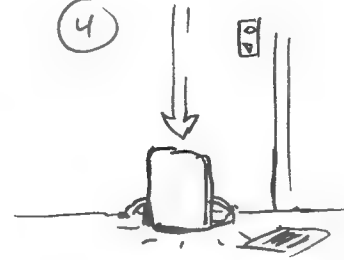
(2)



(3)



(4)



(5)



- BMO drops down from vent

EPISODE #

1034-228

Production :

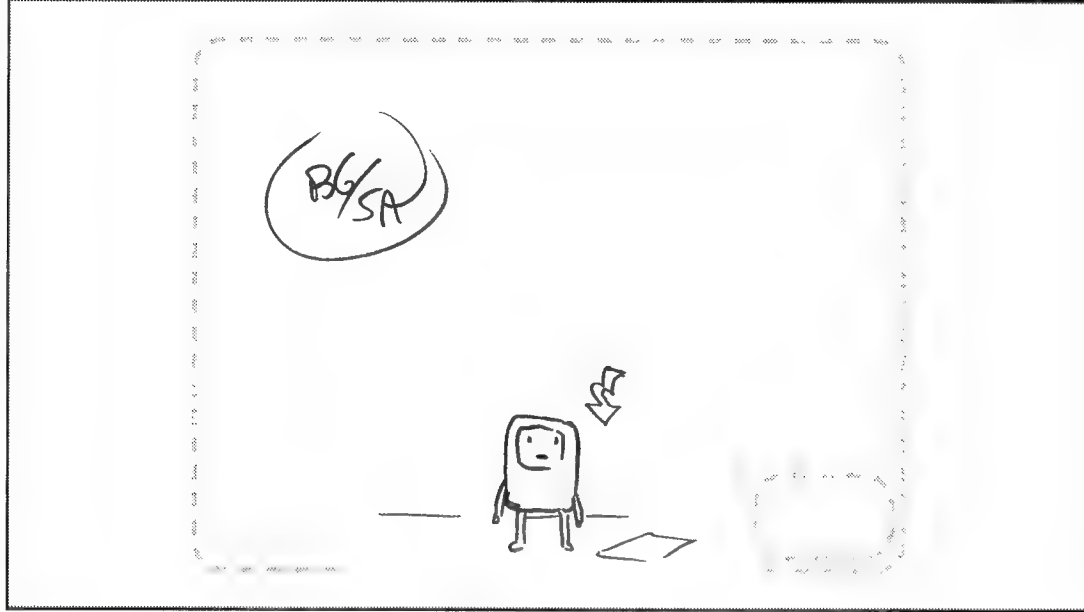
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# ADVENTURE TIME

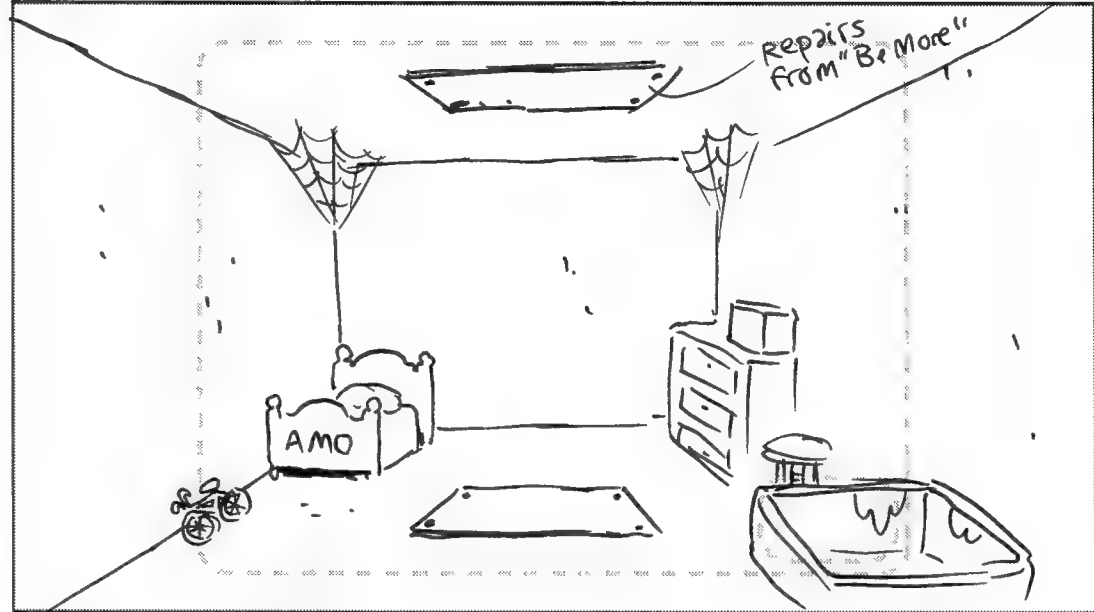


Page 81

Sc. 65 Pnl. D Bg. day night



Sc. 66 Pnl. A Bg. day night



Dialog:

BMO Yuck.

Action: - BMO walks forward, then speaks.

Timing:

EPISODE # 1034-228

Production :

# ADVENTURE TIME



Page 82

Sc.

66

Pnl.

B

Bg.

day night

Sc.

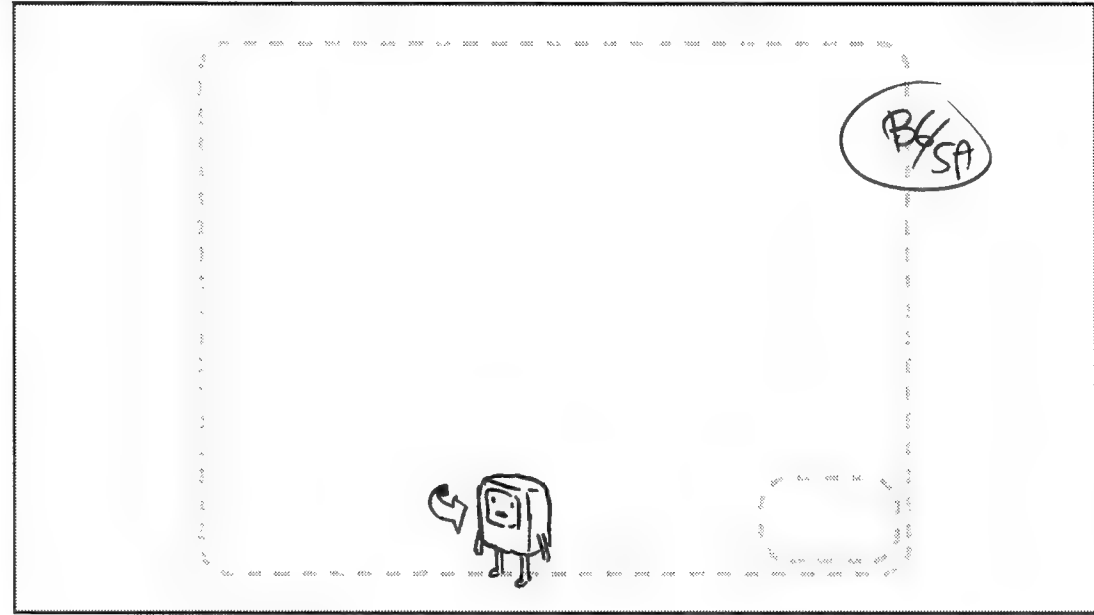
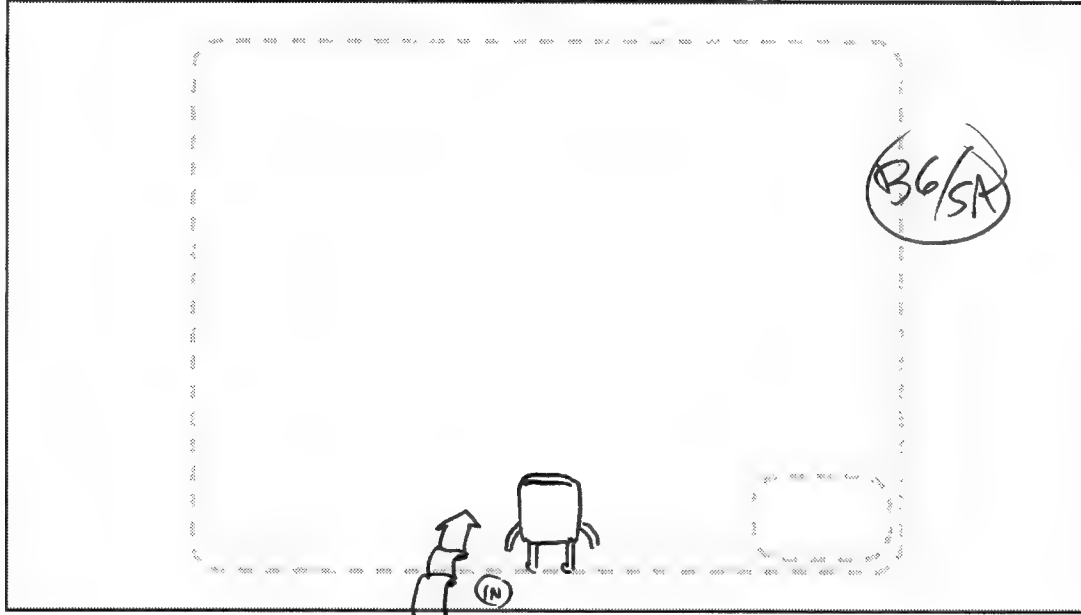
66

Pnl.

C

Bg.

day night



Dialog:

(BMO) → it's like a kid's room  
but scary

(BMO): This room gives me the  
heebie jeebies straight-up.

"scary" ALT: Gross ALT: gnarly

Action:

Timing:

EPISODE #

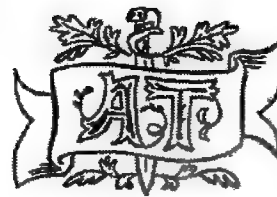
1034-228

Production :

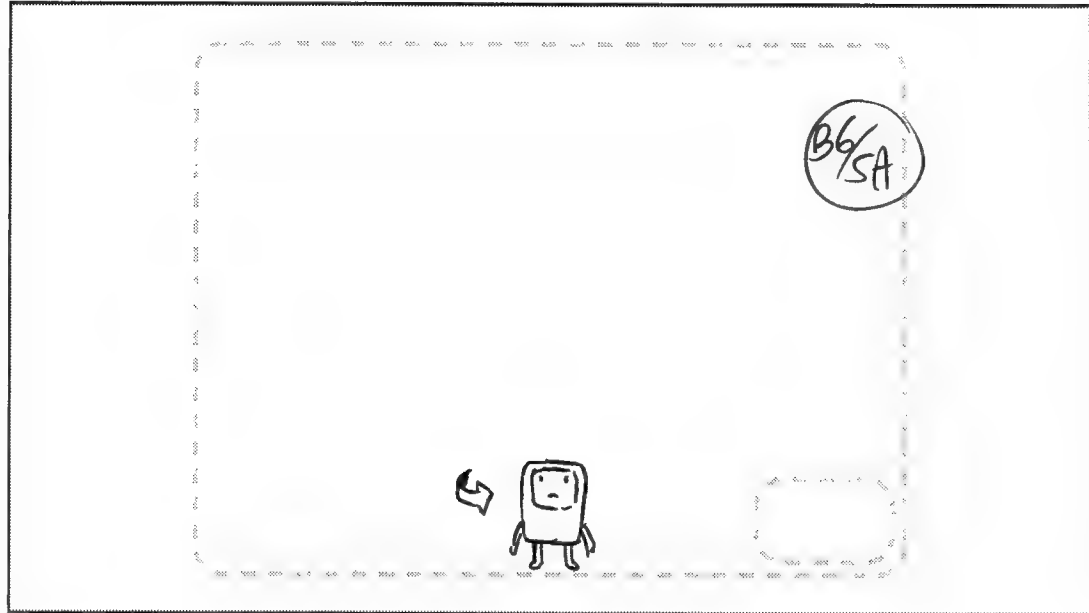


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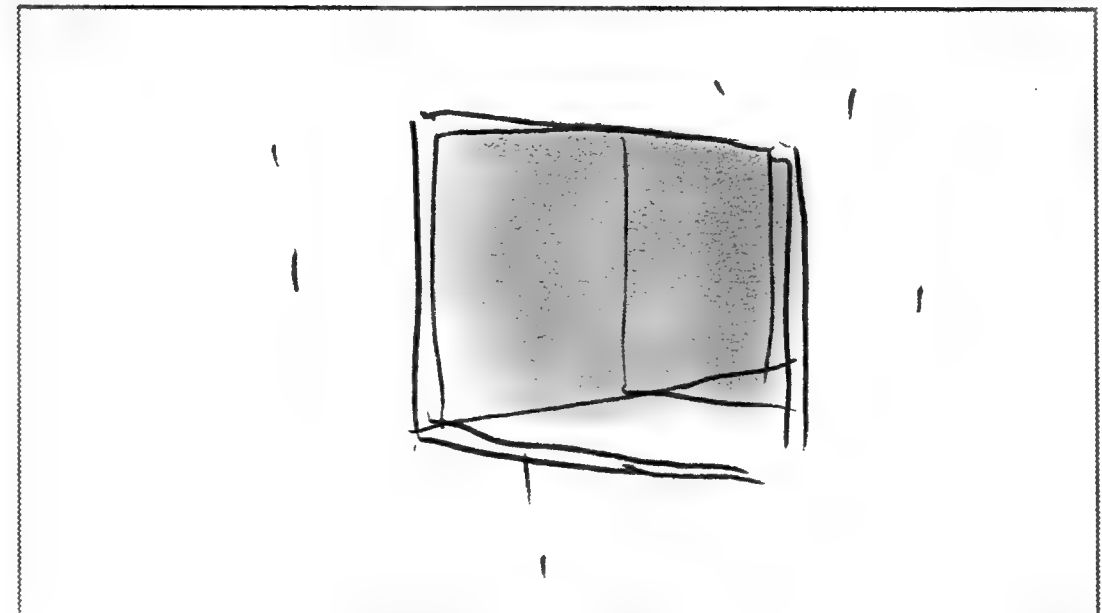
ADVENTURE TIME



Sc. 66 Pnl. 1 Bg. day night



Sc. 67 Pnl. 1 Bg. day night



Dialog: ALLMOOS: It is the room of AMO, ————— the 1st, eldest of  
(through VENT) our siblings.

Action: - BMO looks up to vent.

Timing:

EPISODE # 1034-228

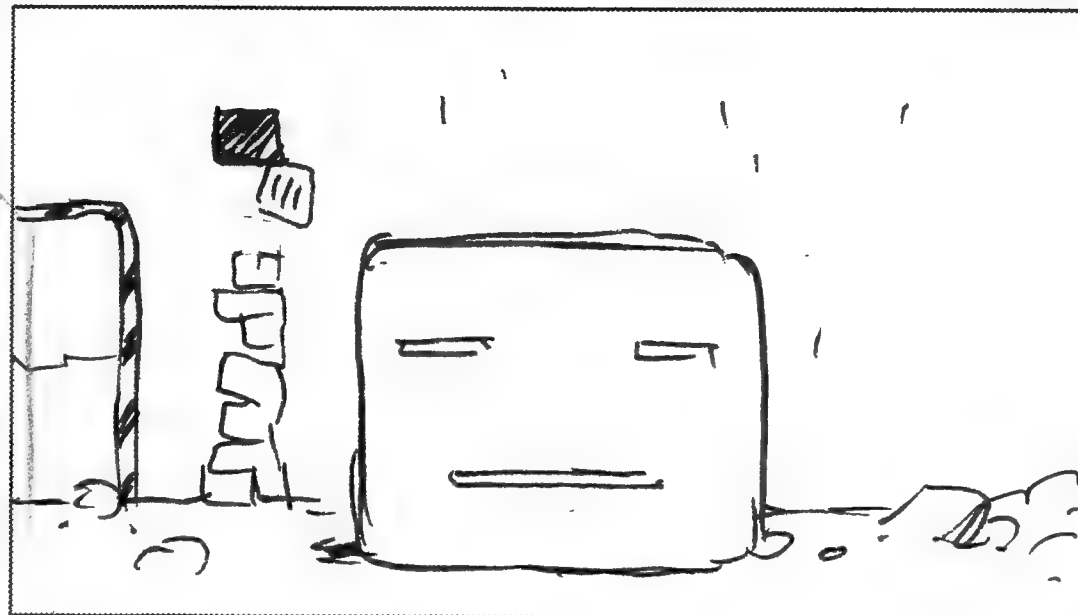
Production :

# ADVENTURE TIME

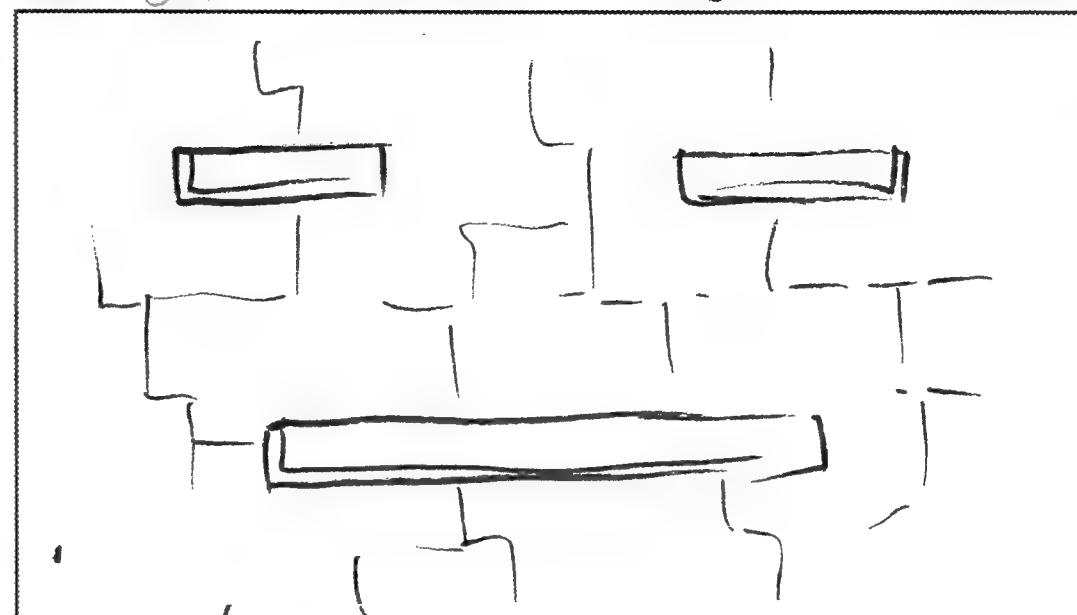


Page 84

Sc. 68 Pnl. A Bg. day night



Sc. 69 Pnl. A Bg. day night



Dialog:

ALCmo:

Like you, he  
too was  
Special -

Action:

Timing:

(MO+) As you were  
built to give love,  
So AMO was  
built to receive.

EPISODE # 1034-228

Production :

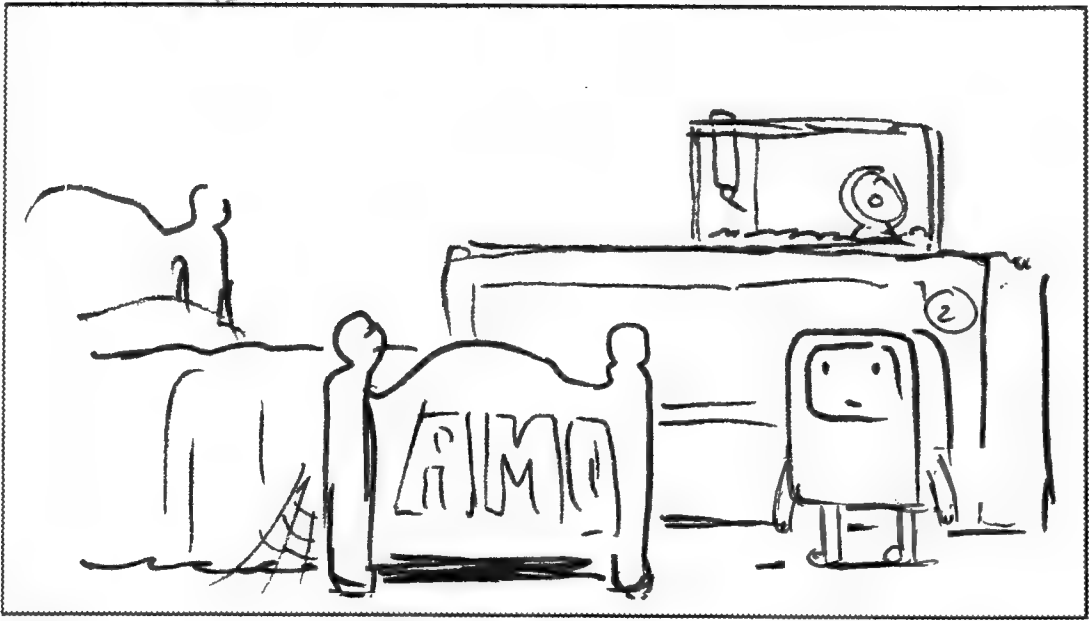
ADVENTURE TIME



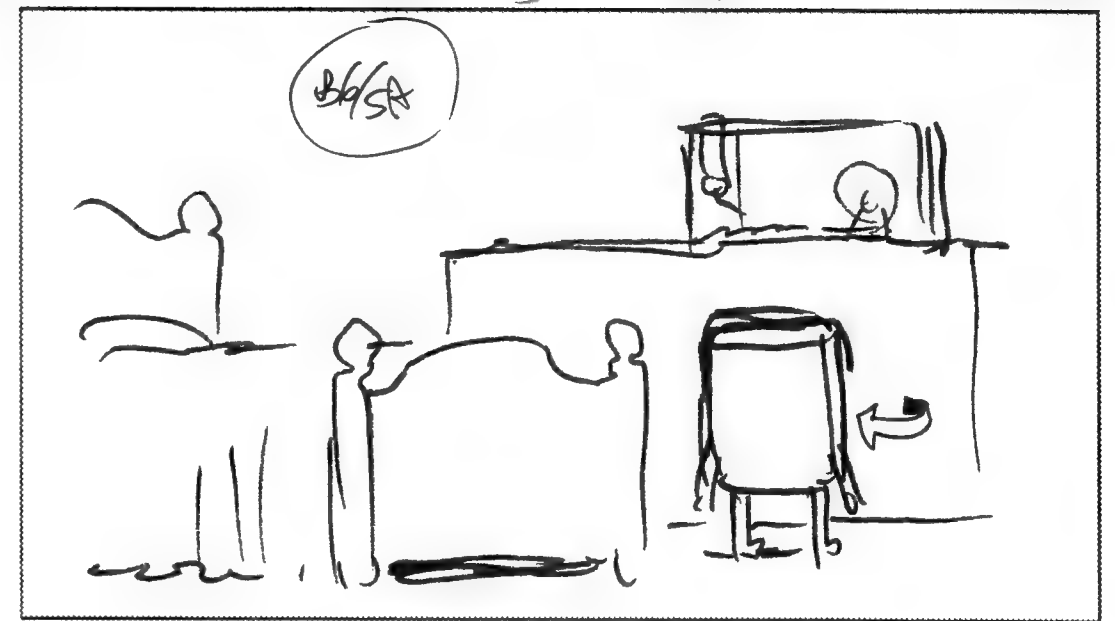
85

Page \_\_\_\_\_

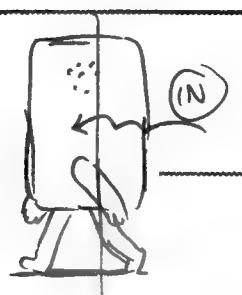
Sc. 70 Pnl. A Bg. day night



Sc. 70 Pnl. B Bg. day night



Dialog:	<p><u>ALLMO</u> But he could not think outside his programming, and was blinded by his need. Such is the</p>
Action:	
Timing:	



1034-228

EPISODE #

Production :

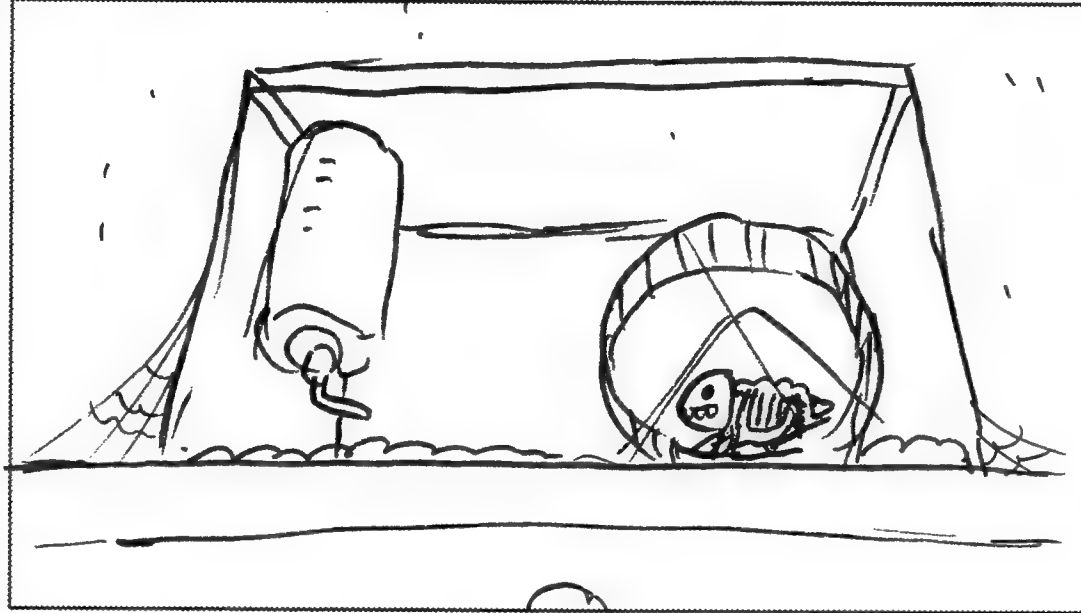
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# ADVENTURE TIME

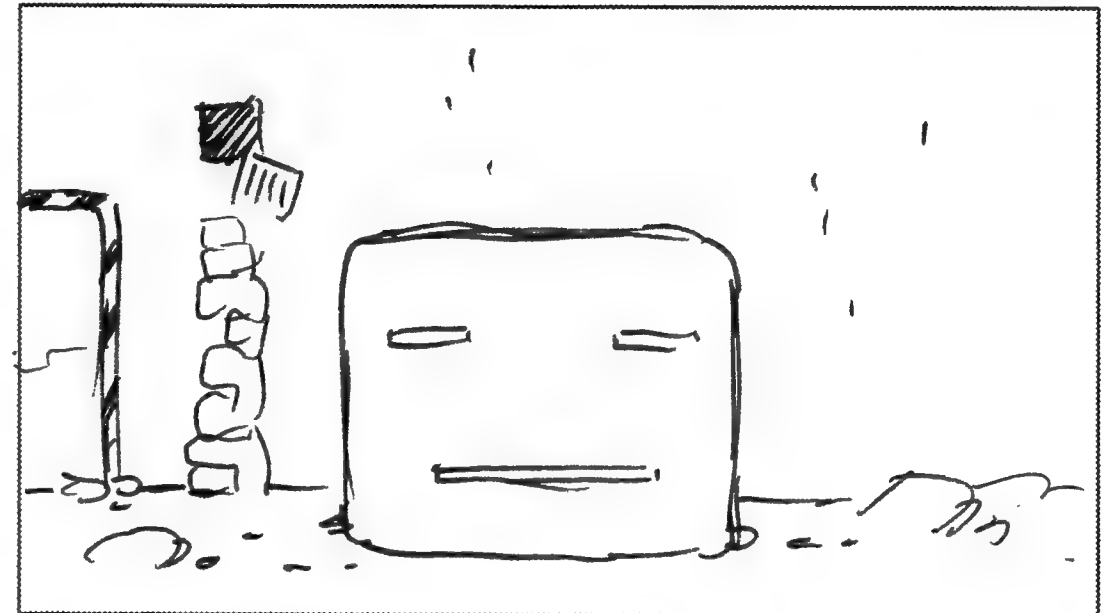


Page 86

Sc. 71 Pnl. A Bg. day night



Sc. 72 Pnl. A Bg. day night



Dialog:

ALL MO (OS) → cruel  
physics of Love,  
that those who  
crave it most will  
repel it -

Action:

Timing:

ALL MO: and only the  
dang rich  
get richer.

EPISODE # 1034-228

Production :

# ADVENTURE TIME



87

Page \_\_\_\_\_

Sc.

72

Pnl.

B

Bg.

day night

Sc.

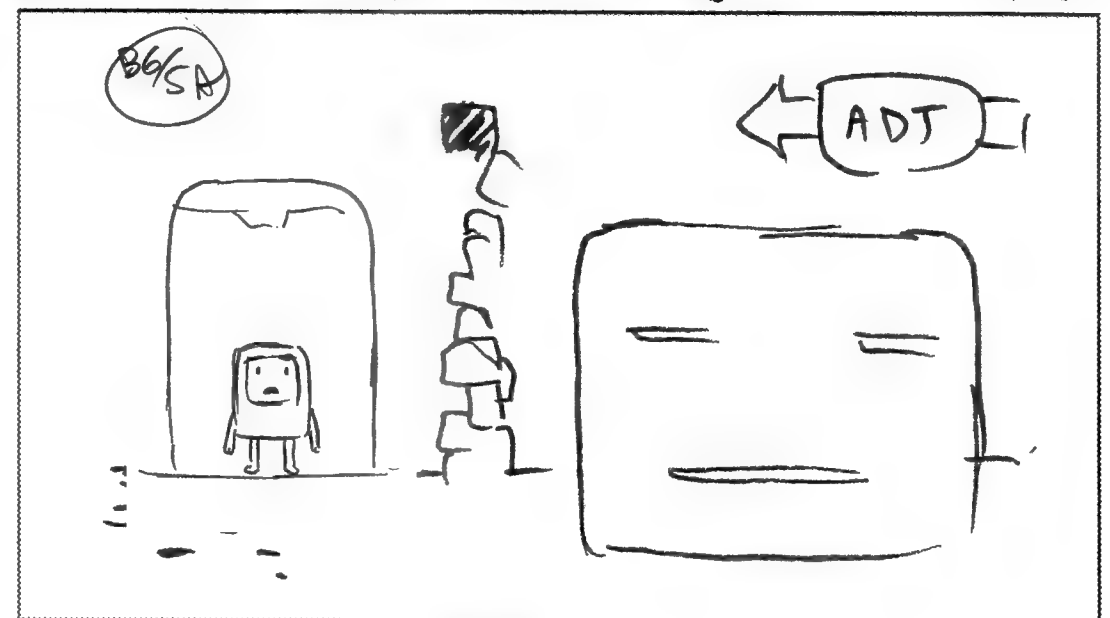
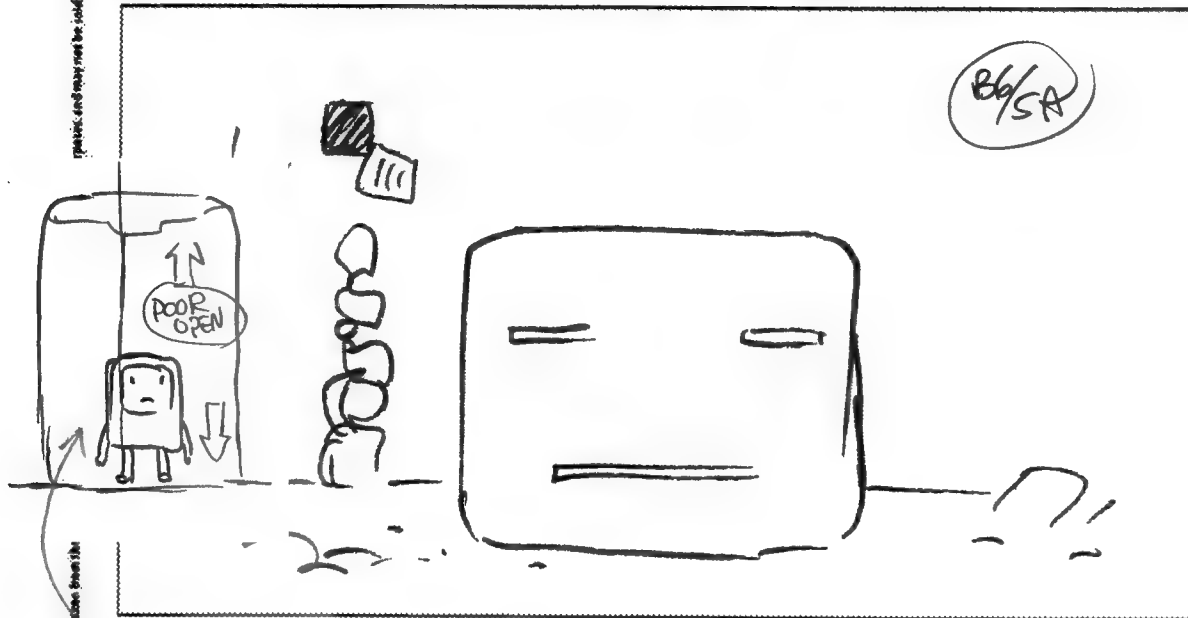
72

Pnl.

C

Bg.

day night



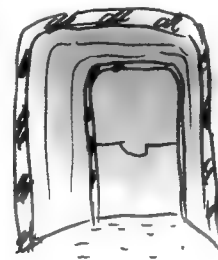
Dialog:

HALLWAY  
(NOT AMO'S ROOM)

(BMO:) that is cruel.

Action:

Timing:



← something  
like  
this

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1034-228

EPISODE #

Production :

ADVENTURE TIME



Sc. 72 Pnl. D Bg. day night

BG/SA

Sc. 72 Pnl. E Bg. day night

BG/SA

Dialog: ALUMO: yes...

Action: \_\_\_\_\_

Timing: \_\_\_\_\_

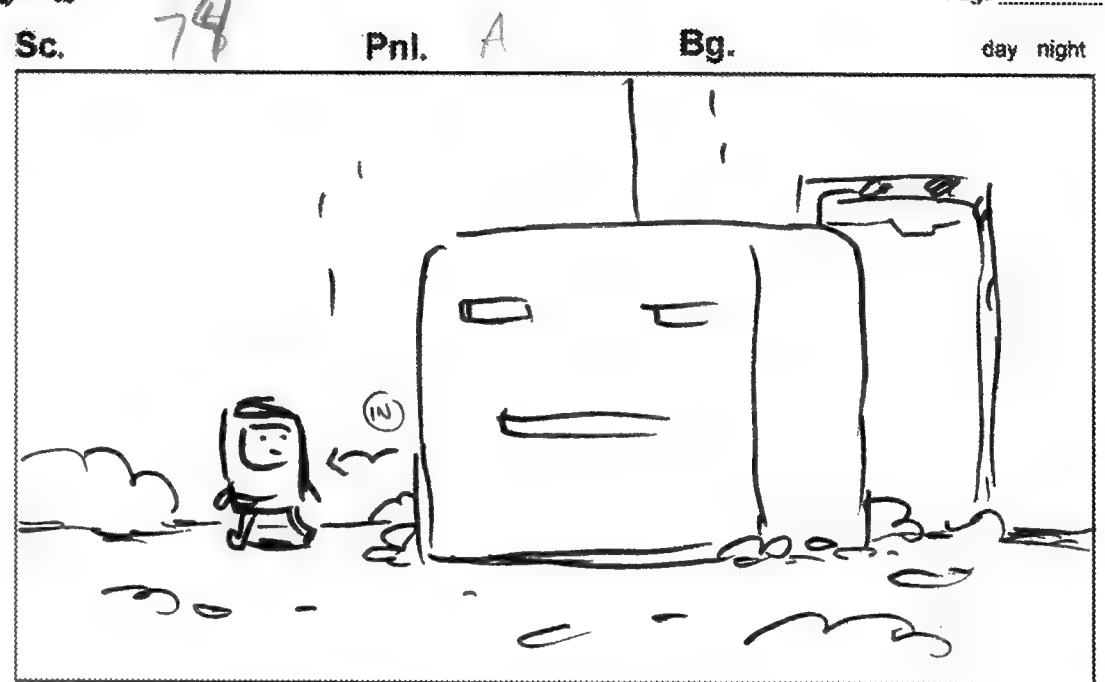
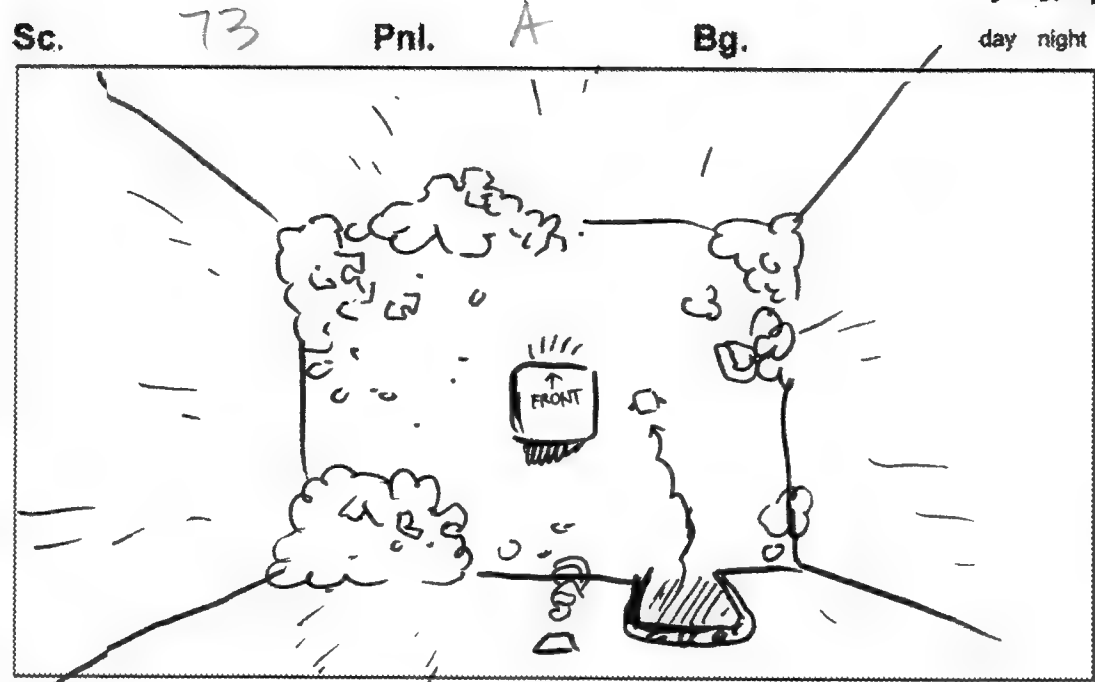
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EPISODE # 1034-228  
Production :

# ADVENTURE TIME



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Dialog:	(BMO) Well maybe, as my birthday present, I can ask Moe to fix AMO?	(ALMO) Ask Moe? But this is impossible -
Action:		
Timing:		

EPISODE # 1034-228

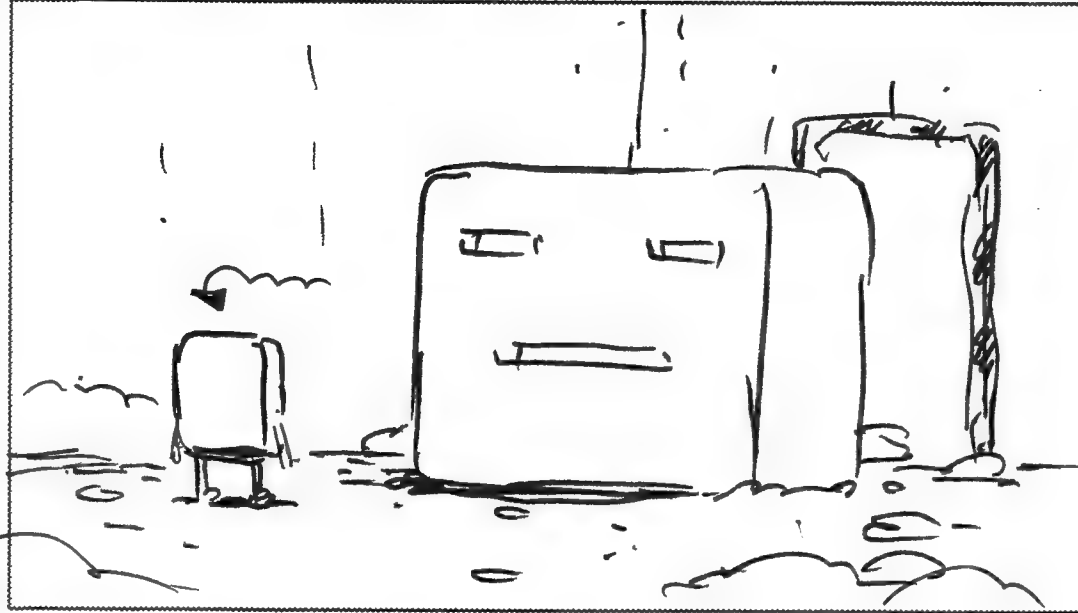
Production :

# ADVENTURE TIME

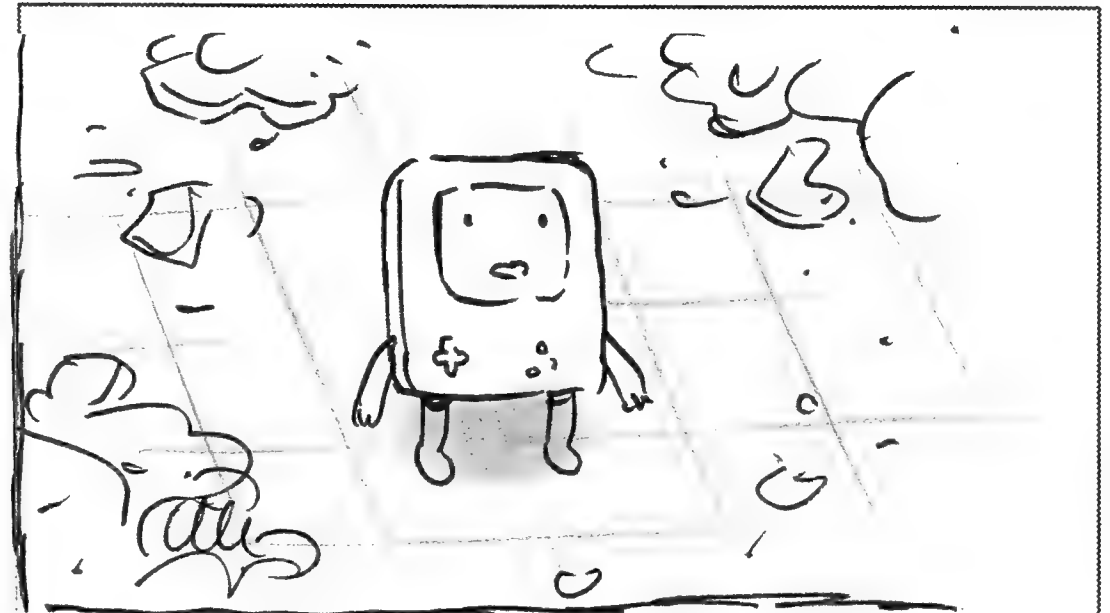


Page 90

Sc. 74 Pnl. B Bg. day night



Sc. 75 Pnl. A Bg. day night



Dialog:

(AM) Moe went offline yesterday and has not relogged. Our sensors would know.

Action:

Timing:

(BMO) But... he's at my house right now with Finn and Jake.

EPISODE # 1034-228

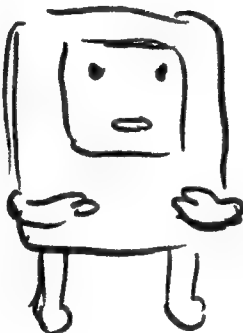
Production :



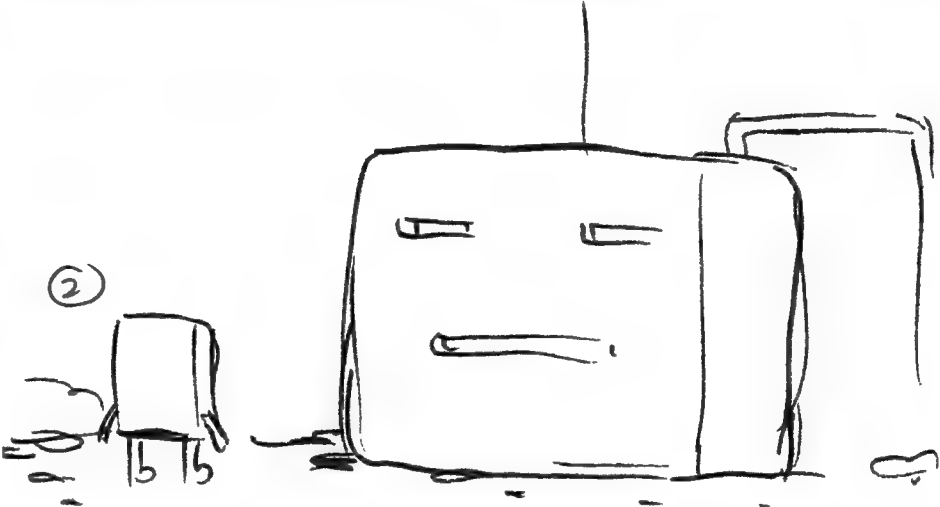
ADVENTURE TIME



Sc. 75 Pnl. B Bg. day night



Sc. 76 Pnl. A Bg. day night



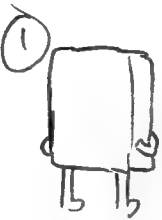
Dialog:

(BMO) He got a new body.

Action:

Timing:

(ALMO) oh... oh dear



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1034-228

EPISODE #

Production :

# ADVENTURE TIME



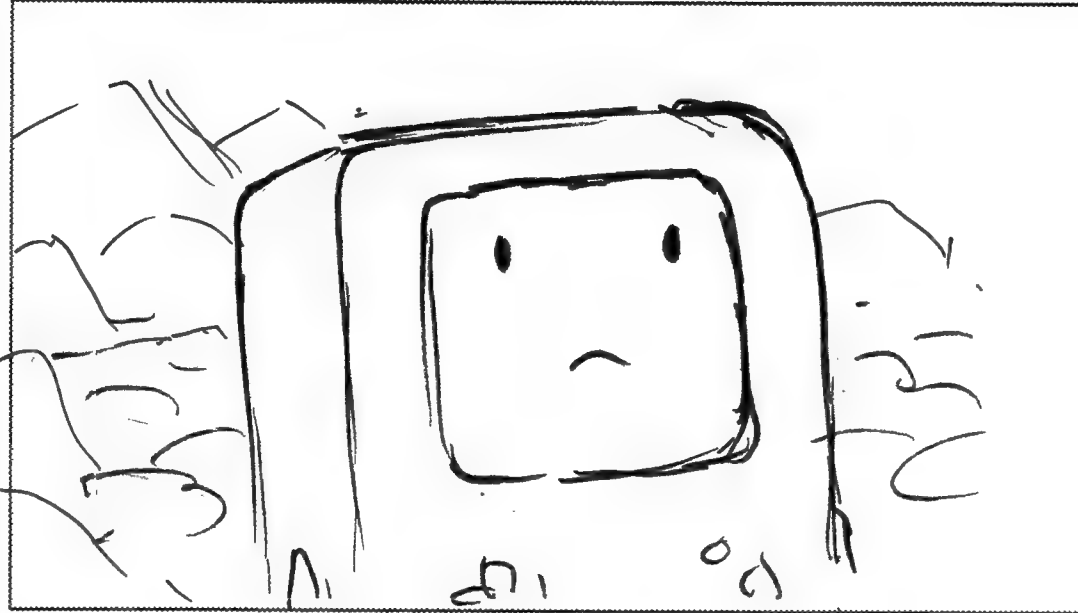
Page 92

Sc. 77

Pnl. A

Bg.

day night

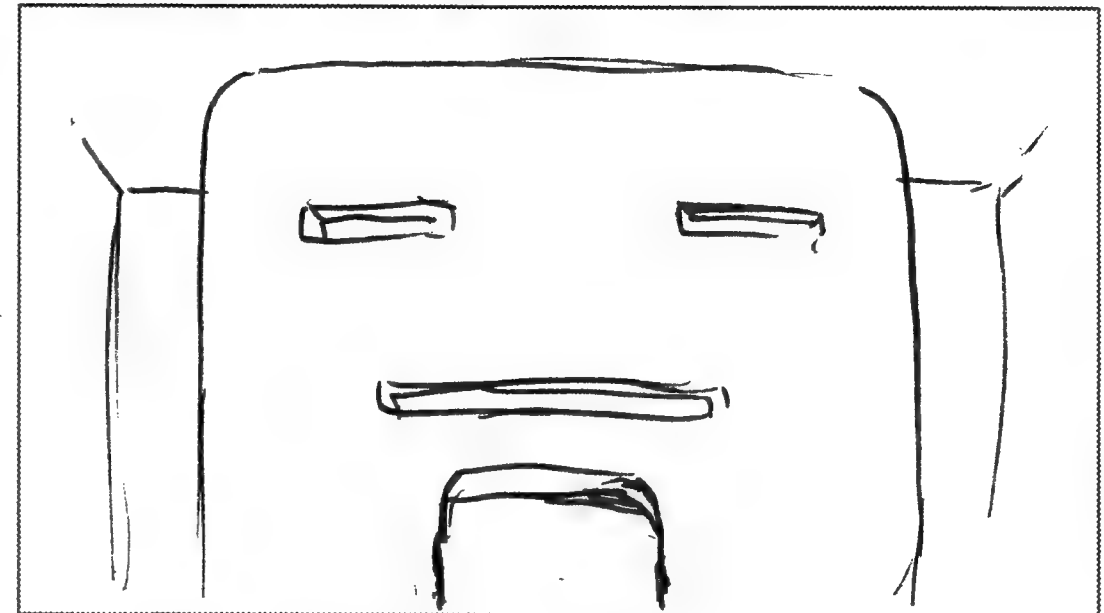


Sc. 78

Pnl. A

Bg.

day night



Dialog:

ALLMO  
OS

oh dear  
oh dear...

Action:

Timing:

ALLMO

BMO did  
this new  
body happen to  
have jagged  
prongs →

EPISODE # 1034-228

Production :

# ADVENTURE TIME



93

Sc.

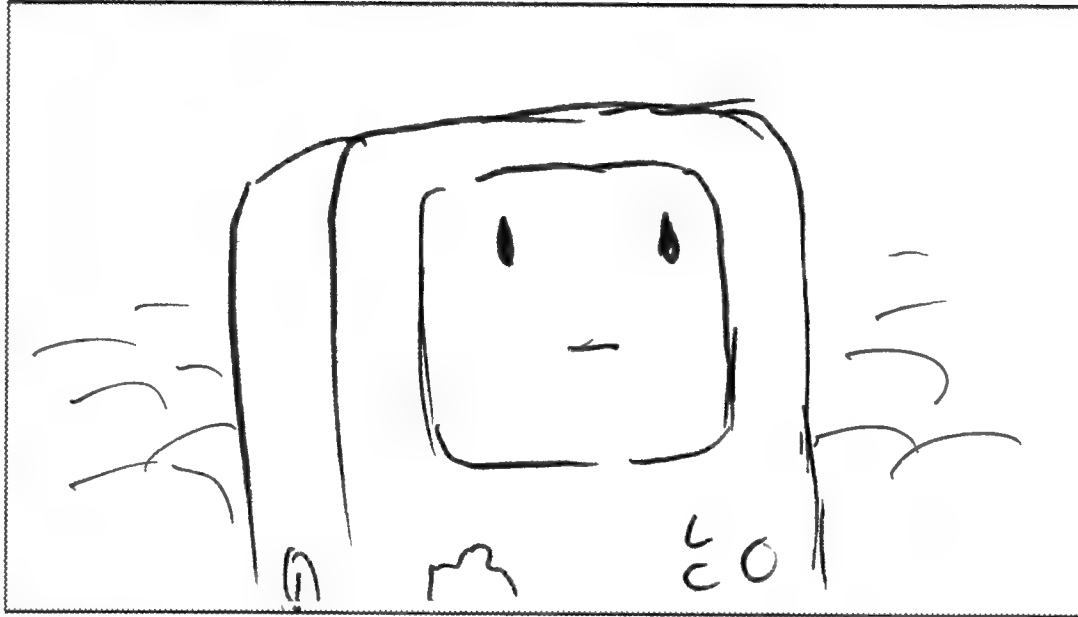
79

Pnl.

1

Bg.

day night



Sc.

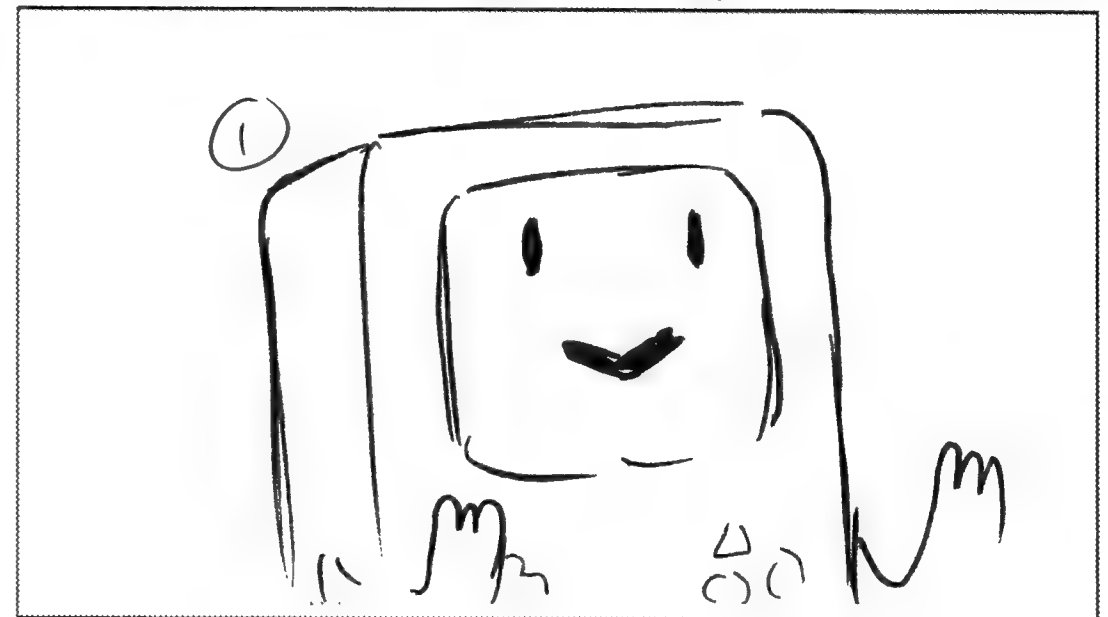
79

Pnl.

3

Bg.

day night



EPISODE # 1034-228

Dialog:

→ and a  
cannon phaser  
on top of  
its head?

Action:

Timing:

(BMO) What? No - no.  
② - haha



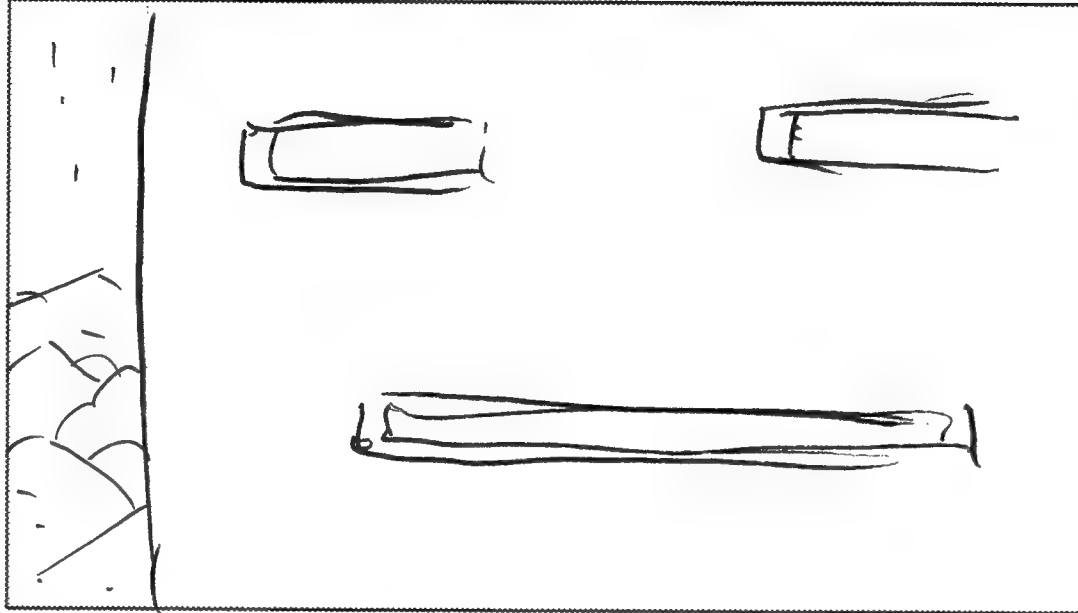
Production :

# ADVENTURE TIME

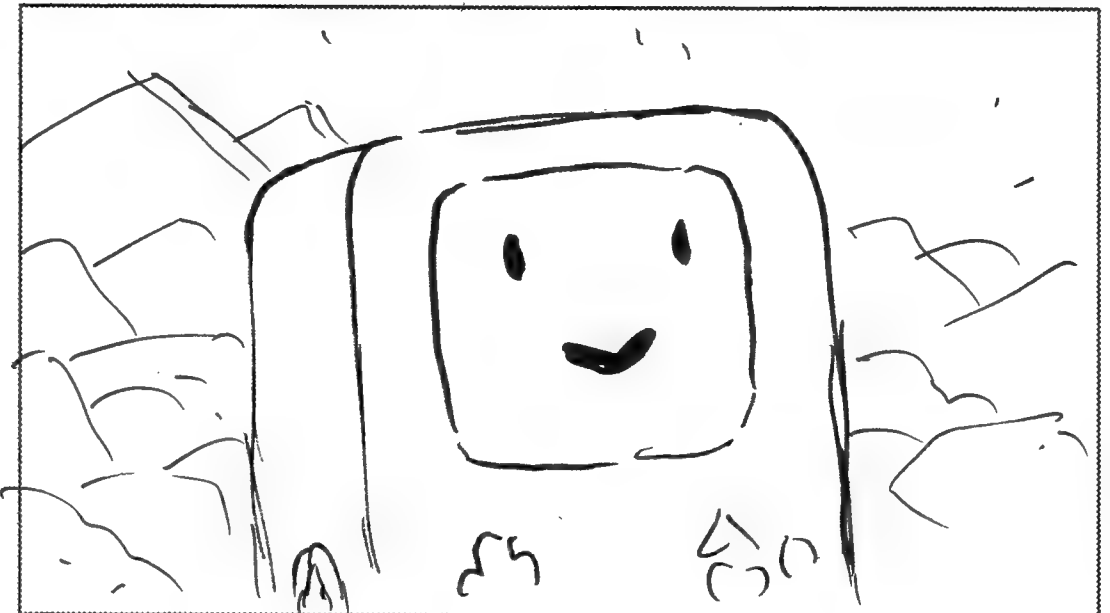


Page 94

Sc. 80 Pnl. A Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:

(ALLMO) oh-phew!

Action:

(BMO) haha

Timing:

(BMO) He had a huge, gigantic...

EPISODE # 1034-228

Production :

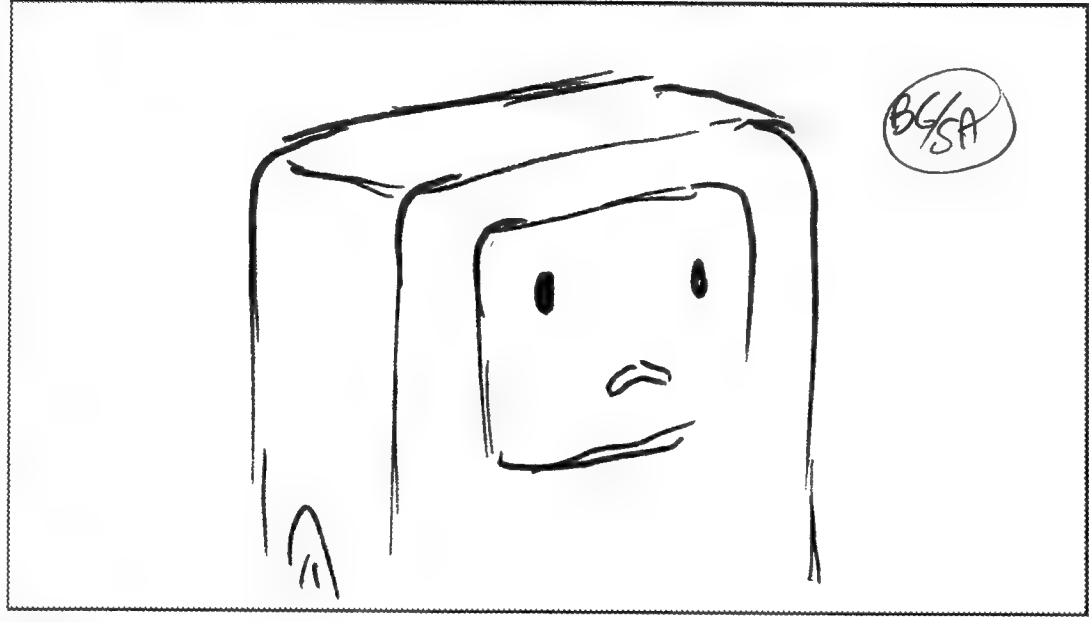
ADVENTURE TIME



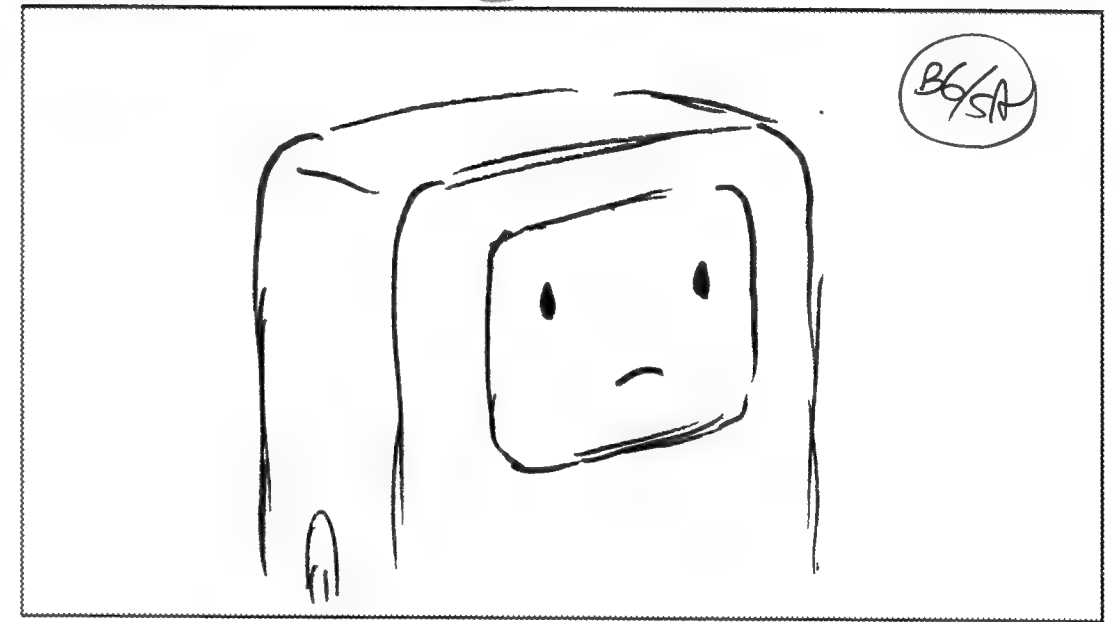
95

Page \_\_\_\_\_

Sc. 81 Pnl. B Bg. day night



Sc. 81 Pnl. C Bg. day night



Dialog:	<p>BMO..wig on.... ..uh oh.</p>		
Action:			
Timing:			

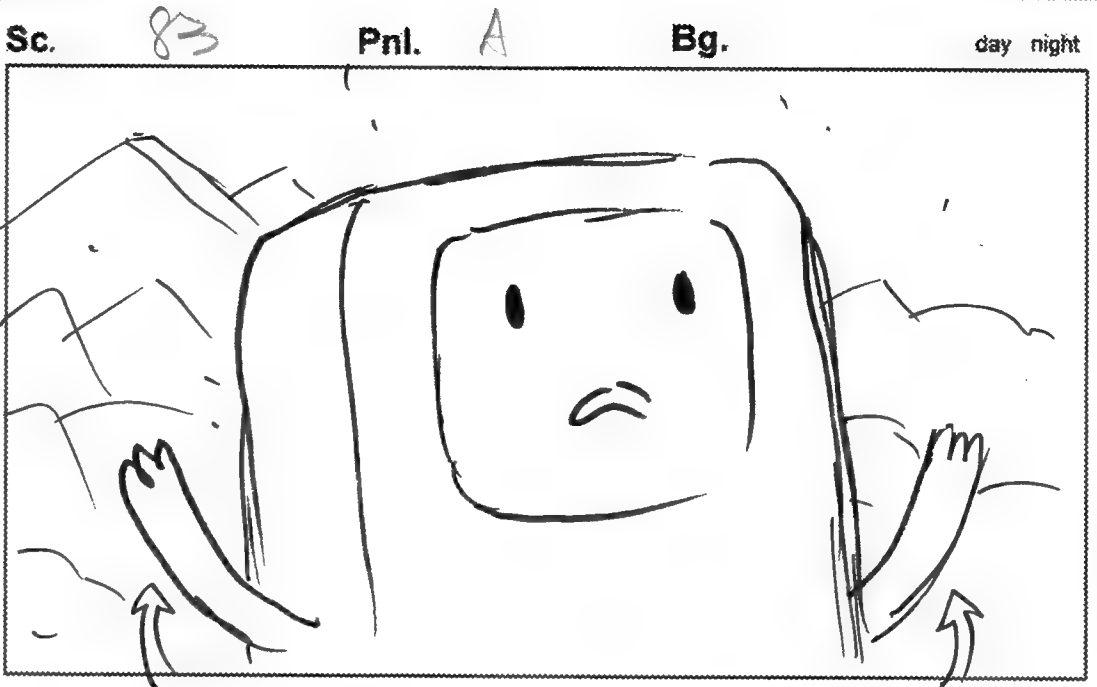
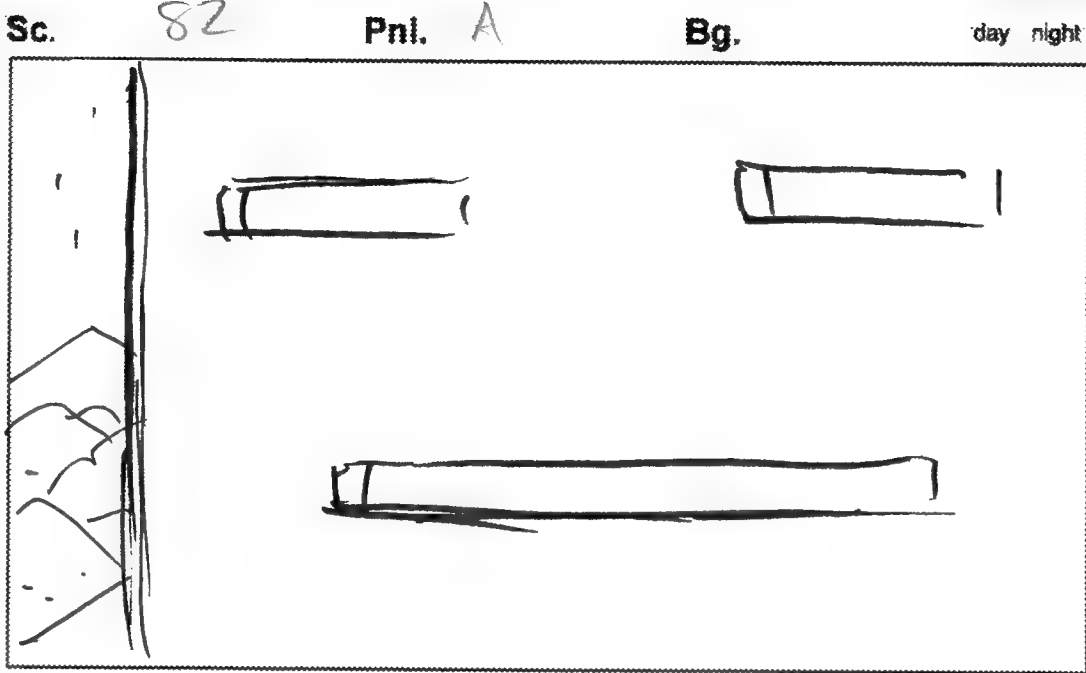
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1034-228

EPISODE #

Production :

ADVENTURE TIME



Dialog:	(ALLMO) (genuinely confused)	(BMO) the spikes
Action:	what?	are under the
Timing:		wig!

EPISODE # 1034-228  
Production :

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# ADVENTURE TIME



Page \_\_\_\_\_

97

Sc.

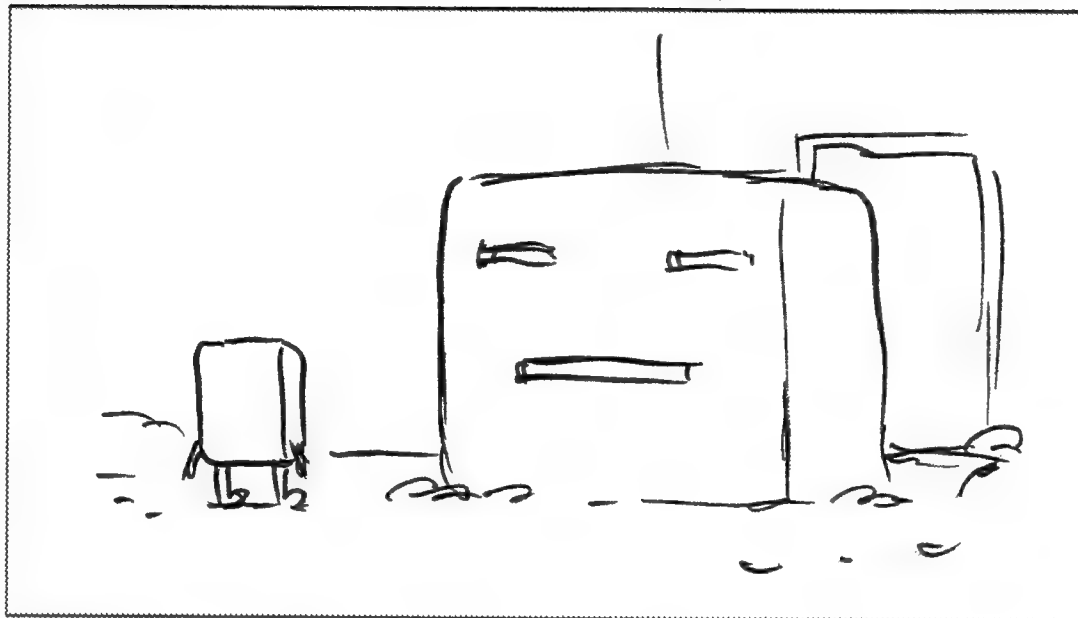
84

Pnl.

A

Bg.

day night



Sc.

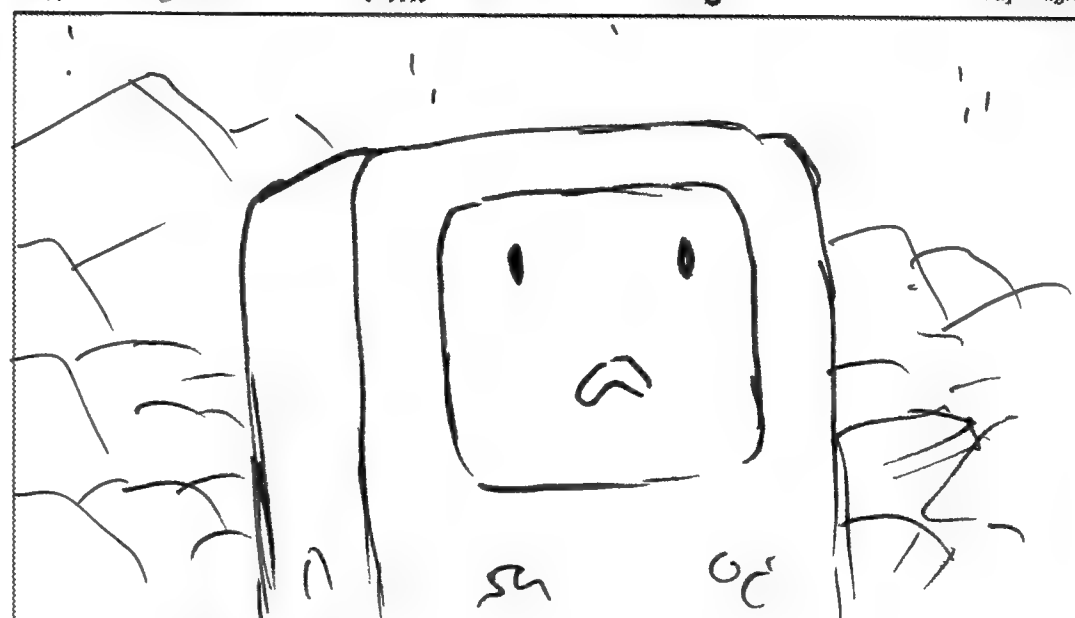
85

Pnl.

A

Bg.

day night



Dialog:

ALLMO OH NO!  
OF COURSE!

Action:

Timing:

ALLMO: BMO your  
friends may  
be in grave  
danger -

EPISODE # 1034-228

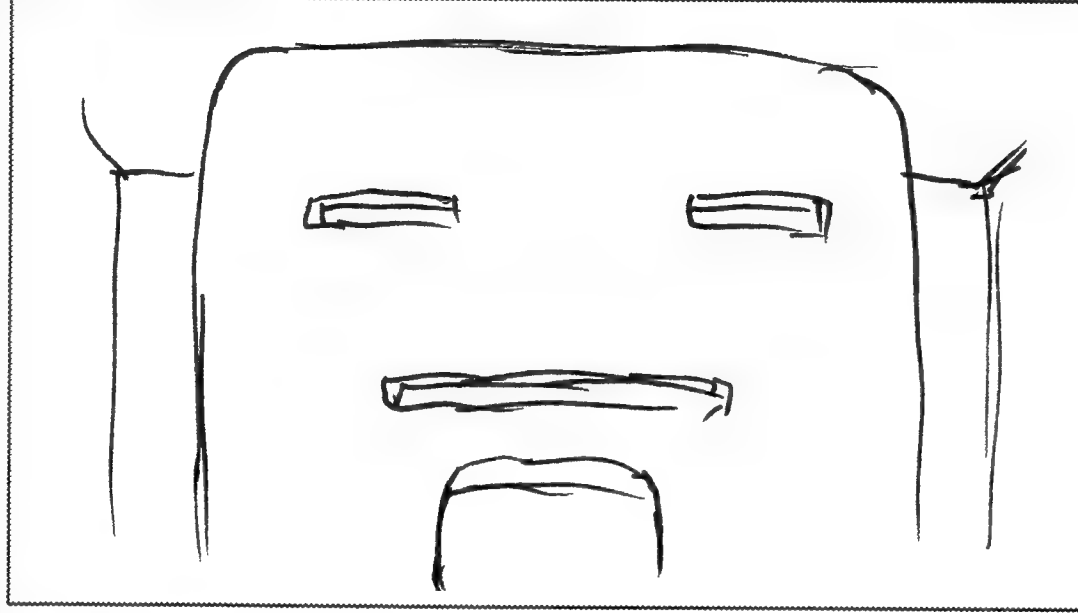
Production :

# ADVENTURE TIME

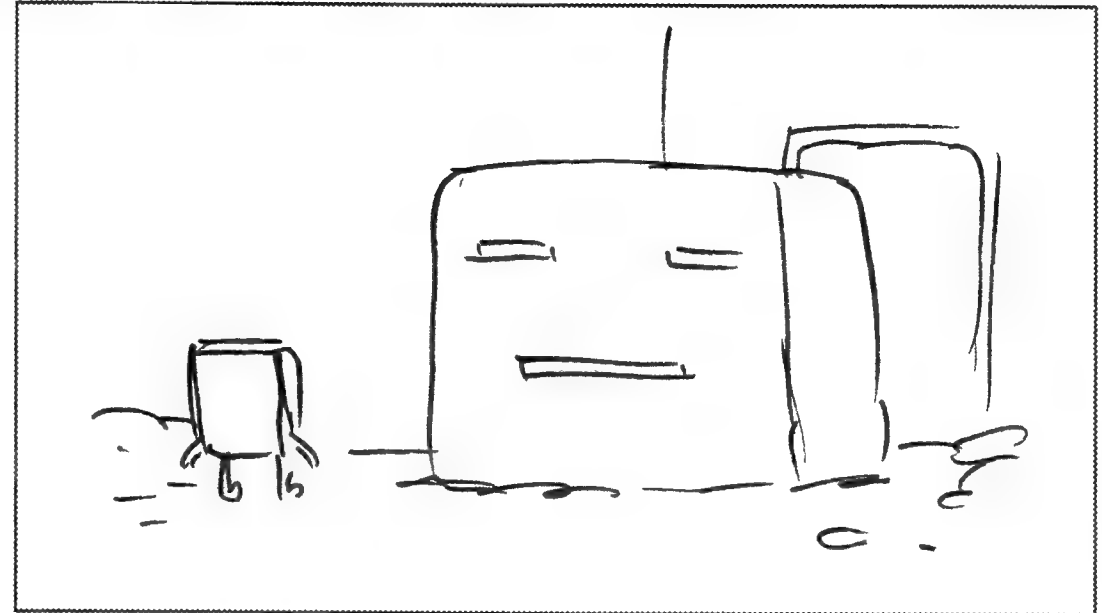


Page 98

Sc. 86 Pnl. A Bg. day night



Sc. 87 Pnl. A Bg. day night



Dialog:	(ALMO) it seems the dreaded and repulsive AMO has finally returned.	
Action:	→ quickly, hoist me up on top of your head -	
Timing:	CUT THE SCENE HERE?	

EPISODE # 1034-228

Production :

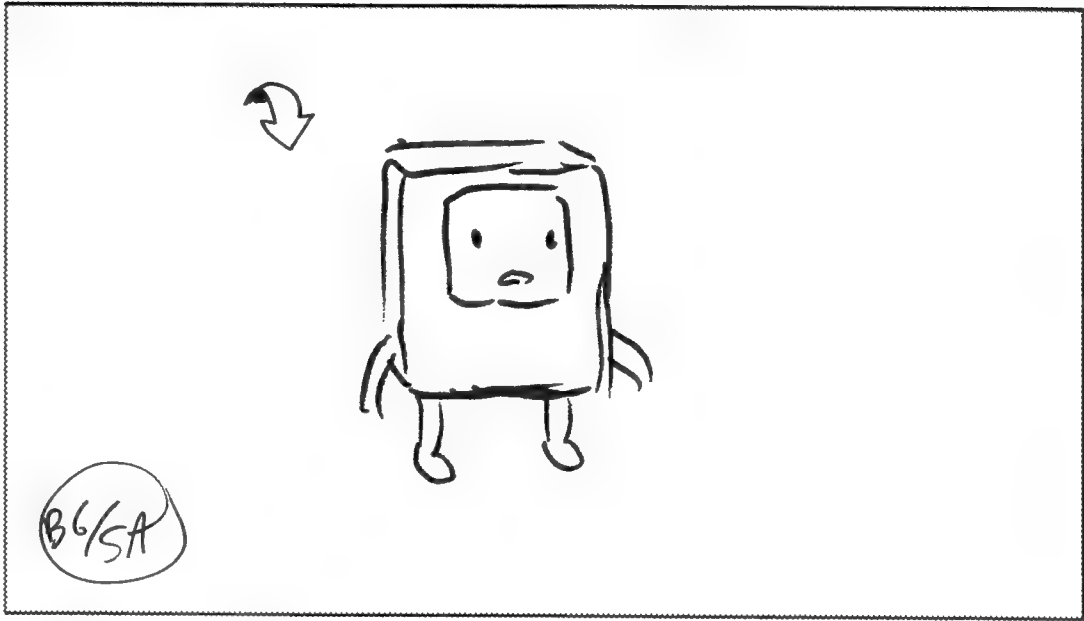
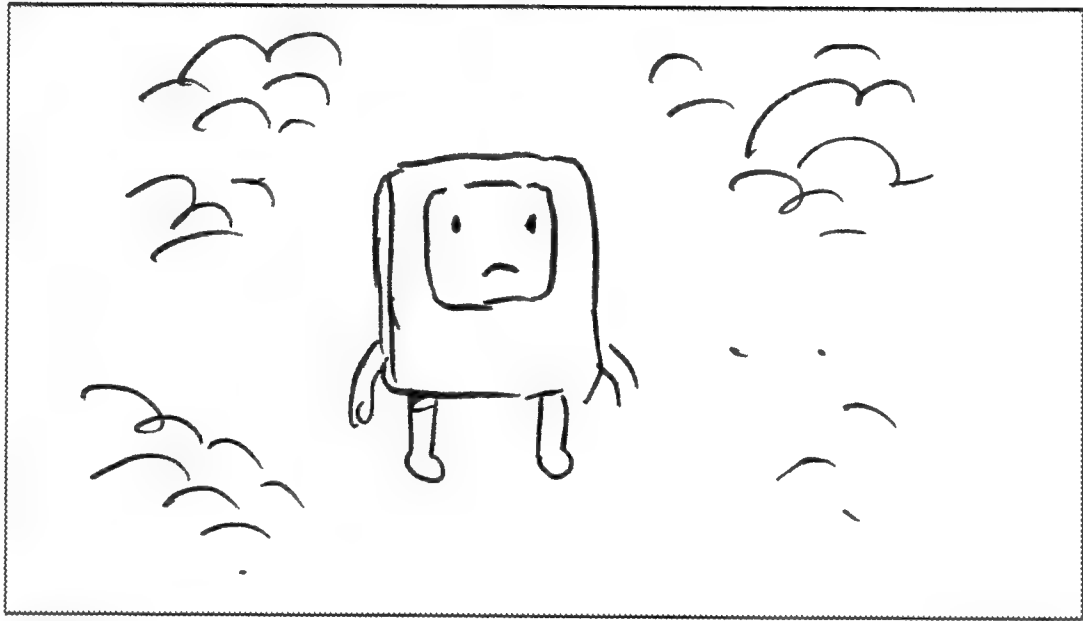


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ADVENTURE TIME



Sc. 88 Pnl. A Bg. day night Sc. 88 Pnl. B Bg. day night



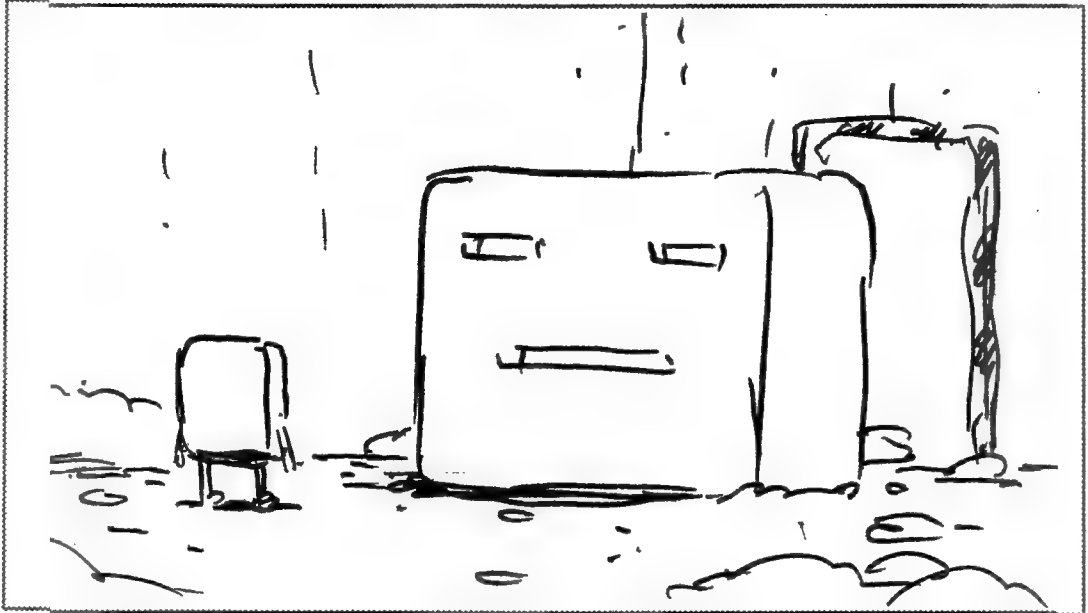
Dialog:	(ALLMO) → we must depart straight away.		(BMO) uh...	
Action:				
Timing:				

EPISODE # 1034-228  
Production :

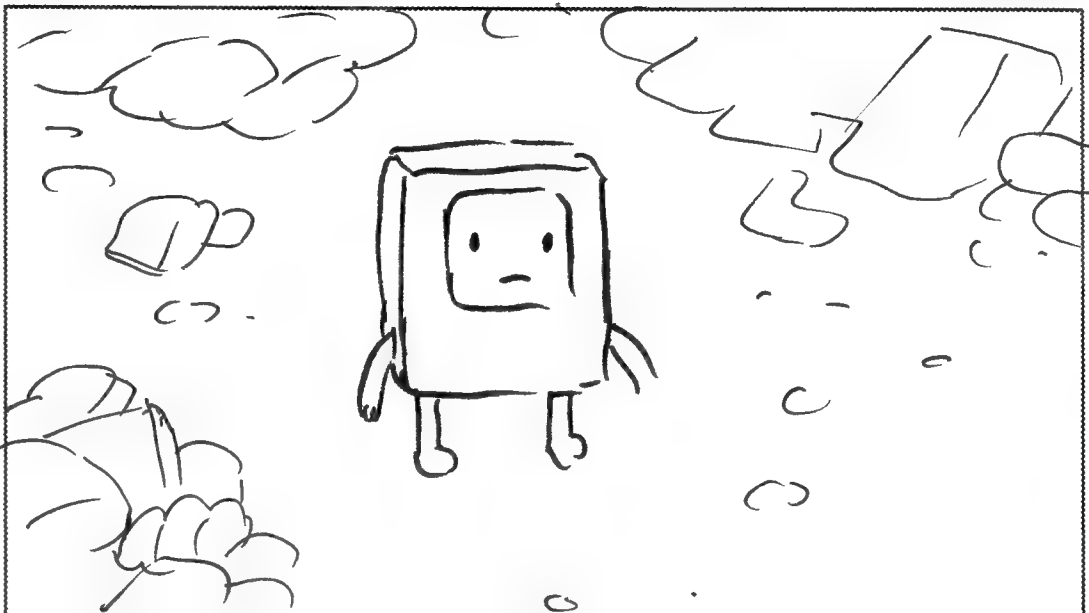
ADVENTURE TIME



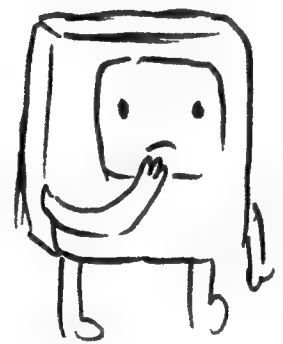
Sc. 89 Pnl. A Bg. day night



Sc. 90 Pnl. A Bg. day night



Dialog:	(All Mo) Don't worry BMO, you're Stronger than you know.	
Action:		
Timing:		



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ADVENTURE TIME



Sc. 91 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog: (ALLMO) Also I'm lighter than you know.

Action:

Timing:

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ADVENTURE TIME



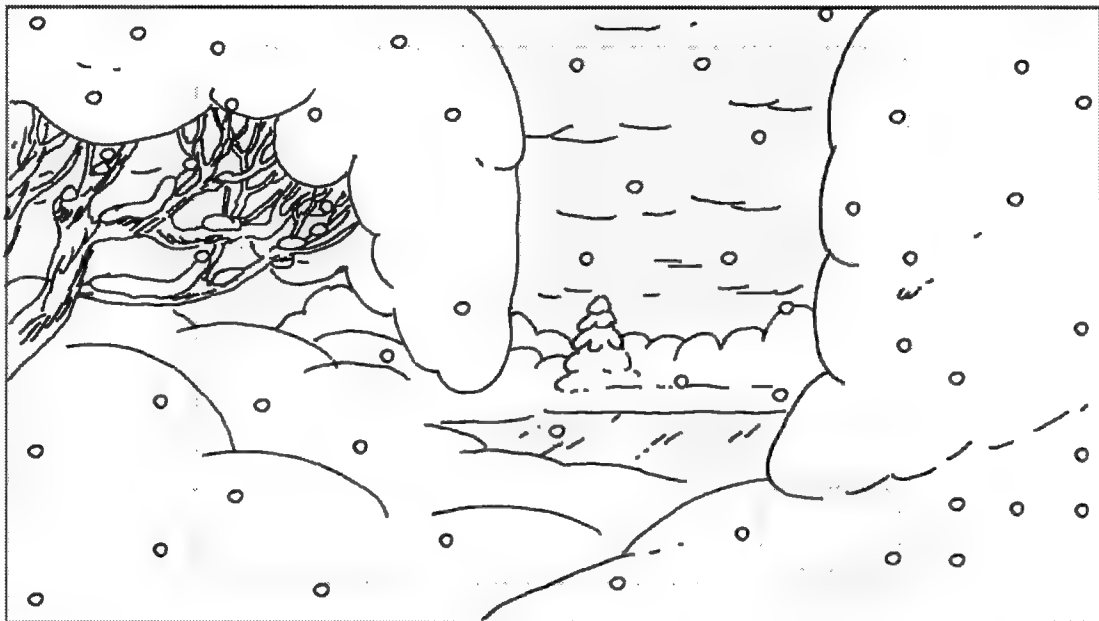
Page 102

Sc. 92

Pnl. A

Bg.

day night

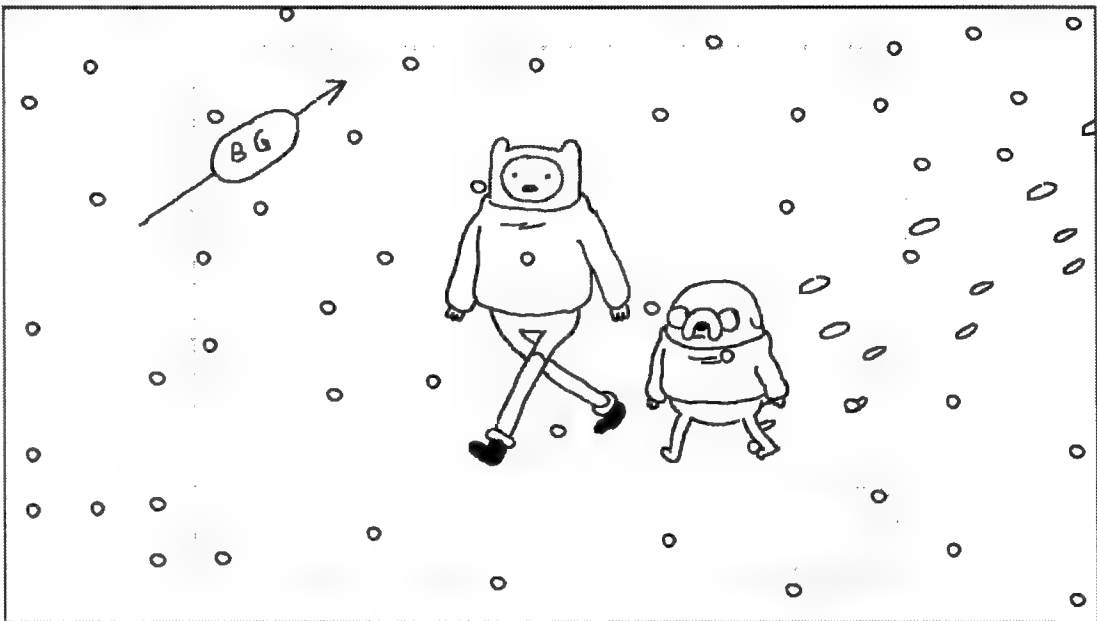


Sc. 93

Pnl. A

Bg.

day night



Dialog:

(F) I'M SORRY WE DIDN'T  
FIND ANY HANG MEN.

Action:

REAL NICE.

Timing:

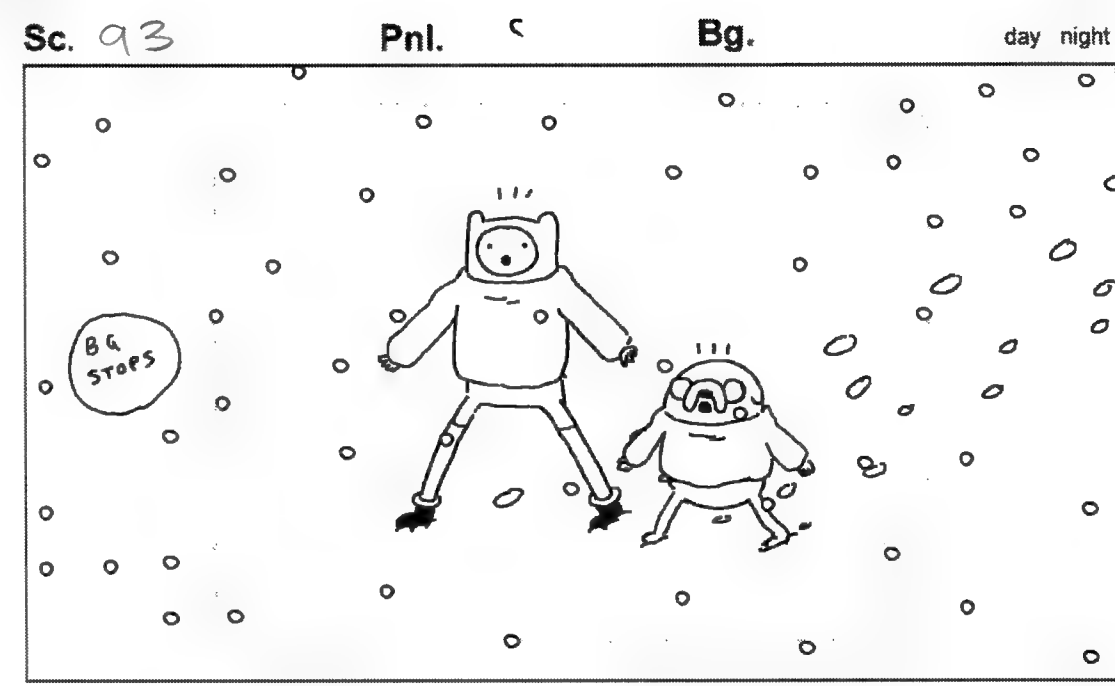
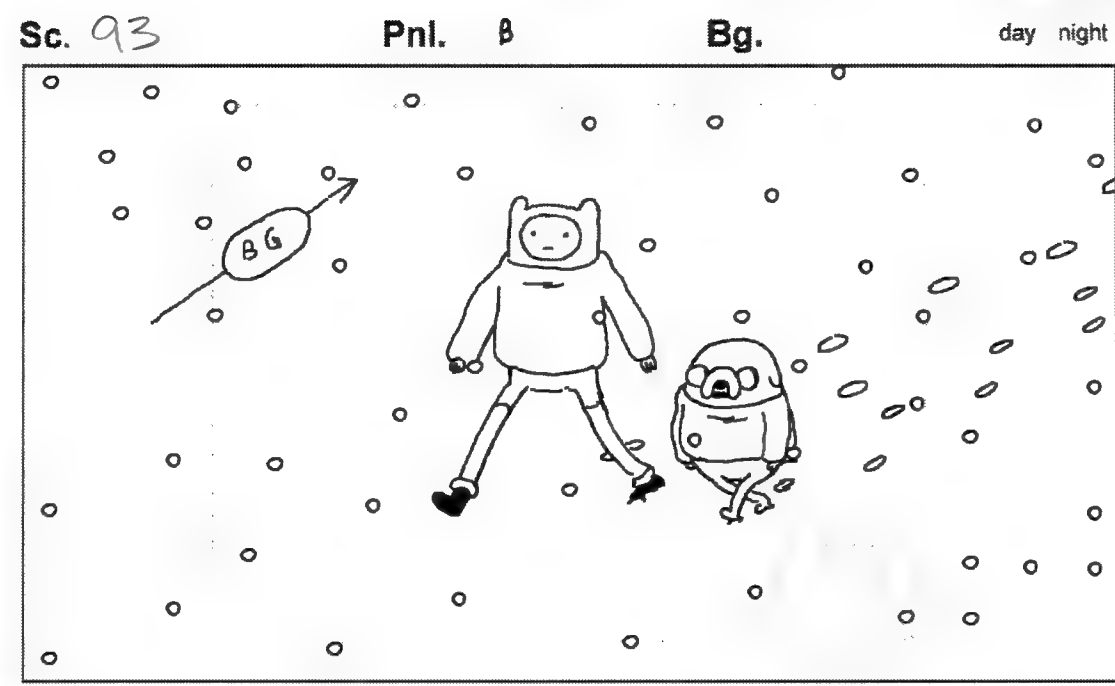
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# ADVENTURE TIME



Dialog:	I'LL BE HONEST, I DON'T EVEN KNOW WHAT I'D DO WITH A HANG MAN IF I		(M) (DISTANT)(O.S.) - A BLOO HOO! -
Action:	GOT ONE.		
Timing:			

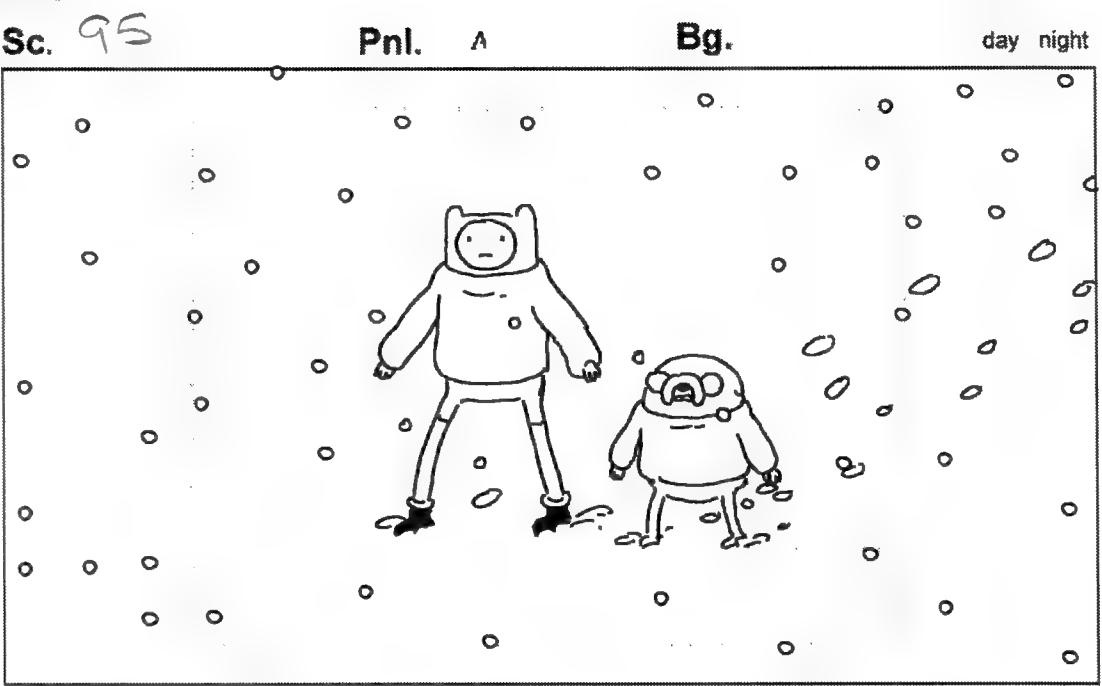
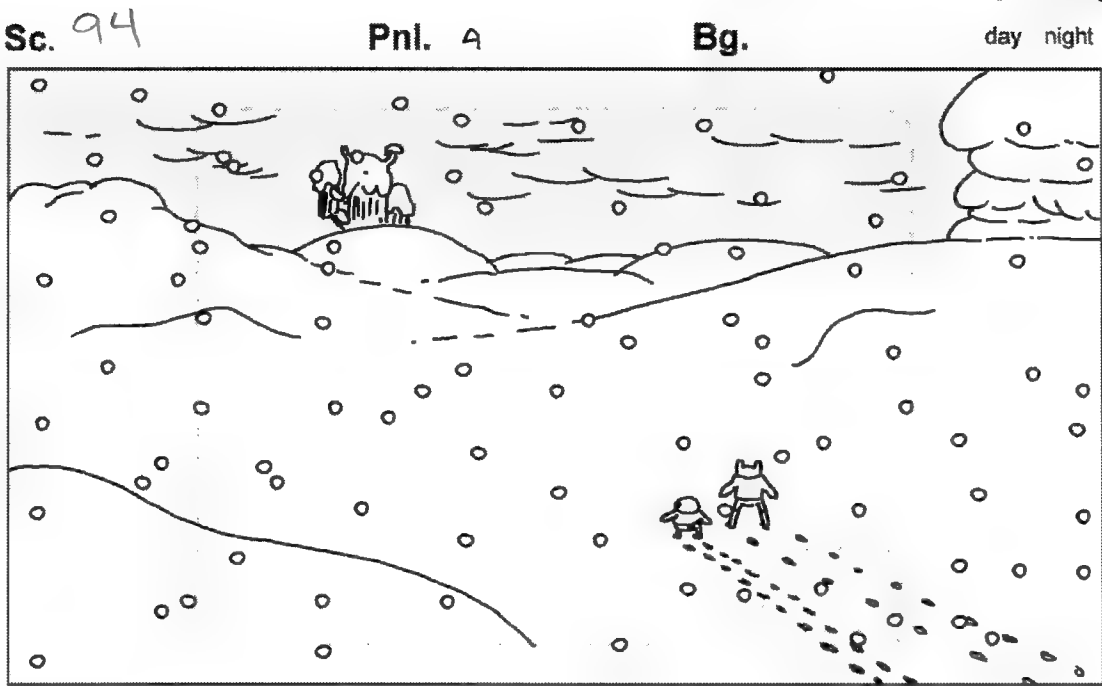
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ADVENTURE TIME



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Dialog:	<p>Ⓜ / = CRYING =</p> <p>Ⓜ / SOUNDS LIKE THERE'S SOME HOT SOUP HAPPENIN' AT THE TREEHOUSE!</p>
Action:	
Timing:	

1034-228

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# ADVENTURE TIME



Page 105

Sc. 95

Pnl. B

Bg.

day night

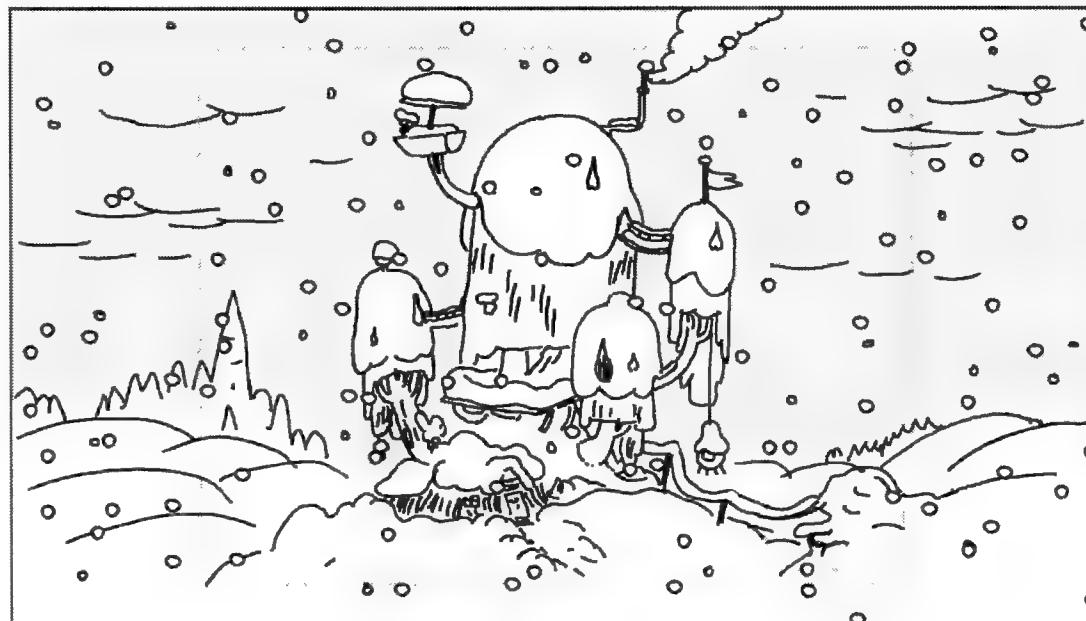


Sc. 96

Pnl. A

Bg.

day night



Dialog:

Q (CONT) LET'S MOVE!

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME

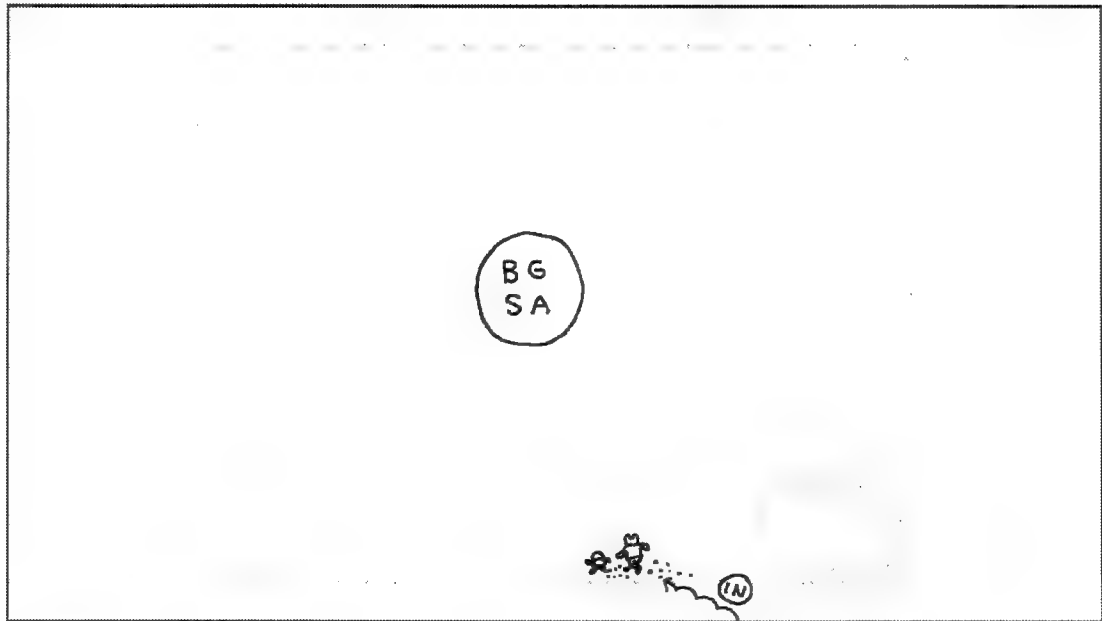


Sc. 96

Pnl.

Bg.

day night



Sc. 97

Pnl. A

Bg.

day night



Dialog:

(M) A B L O O -

Action:

FINN AND JAKE RUN UP

Timing:

1034-228

EPISODE #

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# ADVENTURE TIME



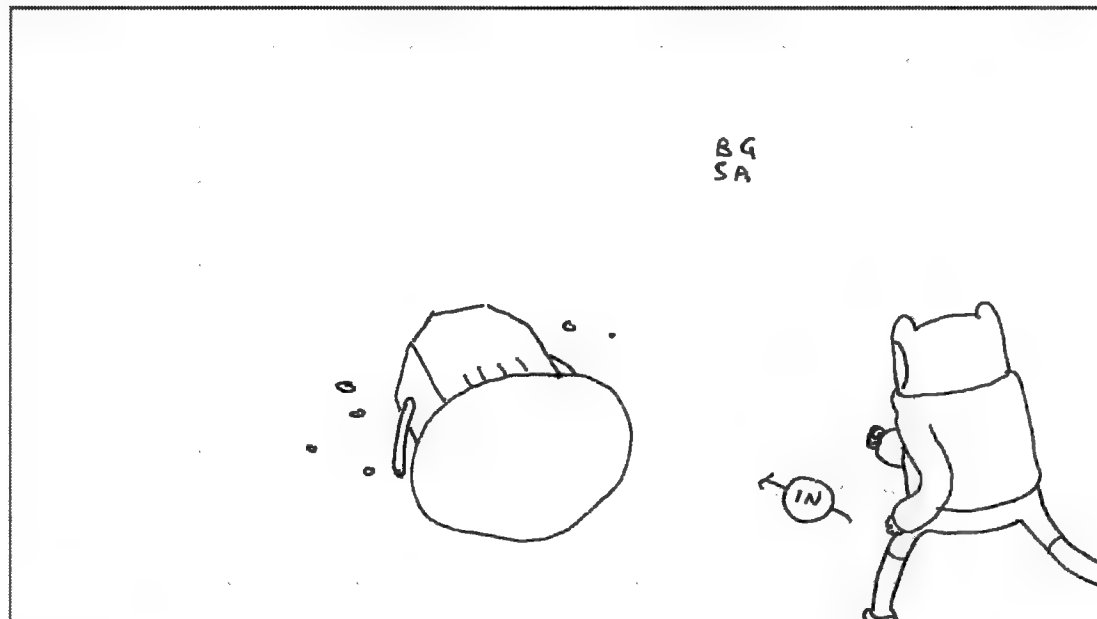
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Sc. 97

Pnl. B

Bg.

day night

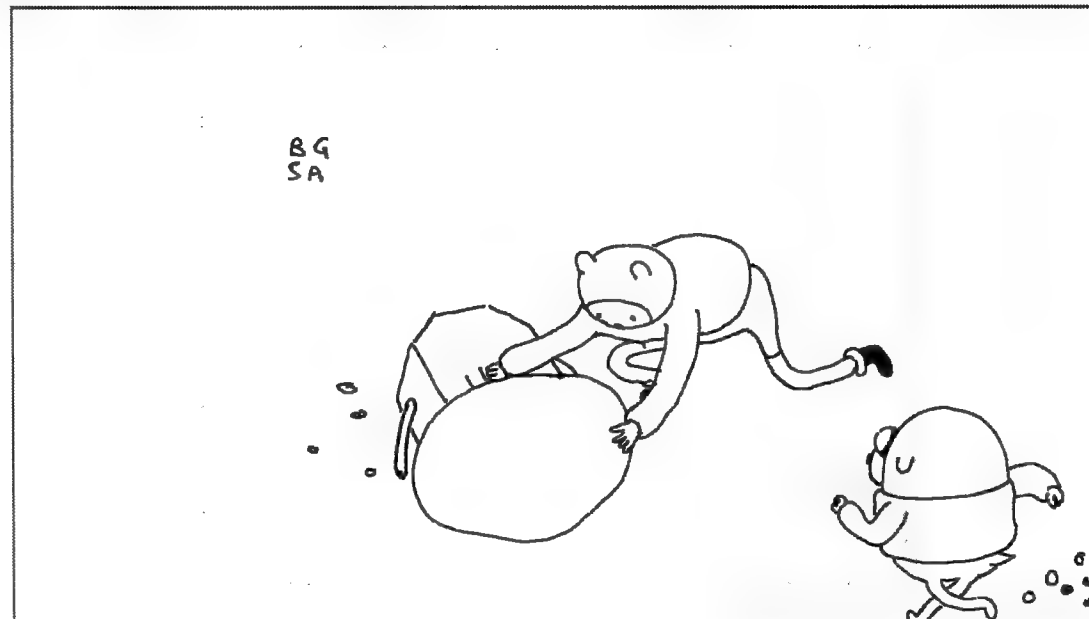


Sc. 97

Pnl. C

Bg.

day night



Dialog:

(M) (CONT) HOO HOO HOO !

(F) HN. !

Action:

Timing:

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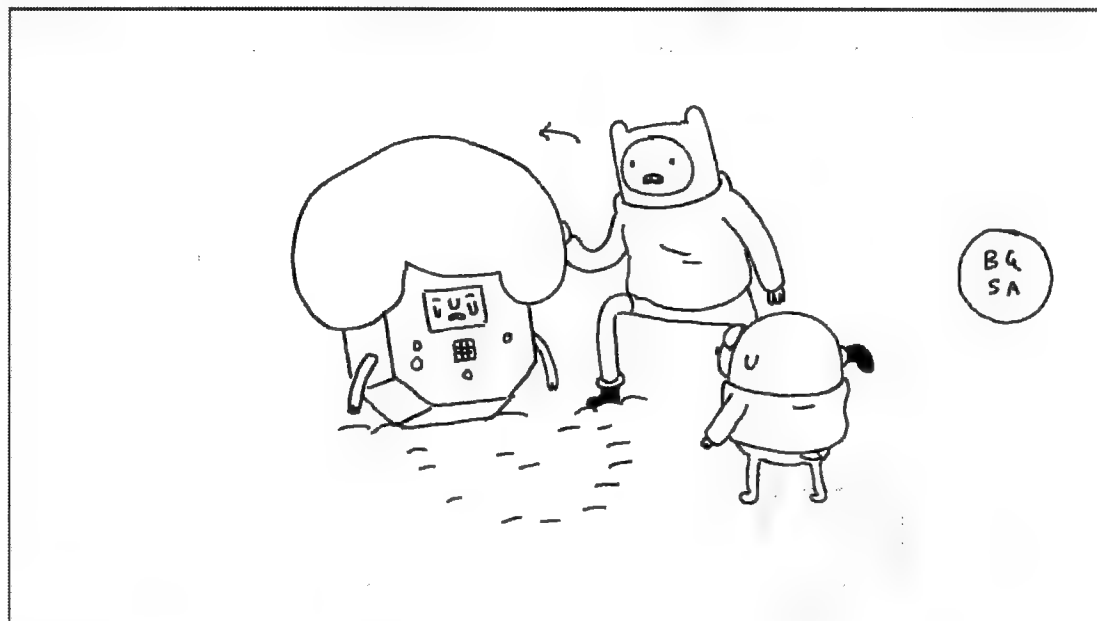
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Sc. 97

Pnl. D

Bg.

day night

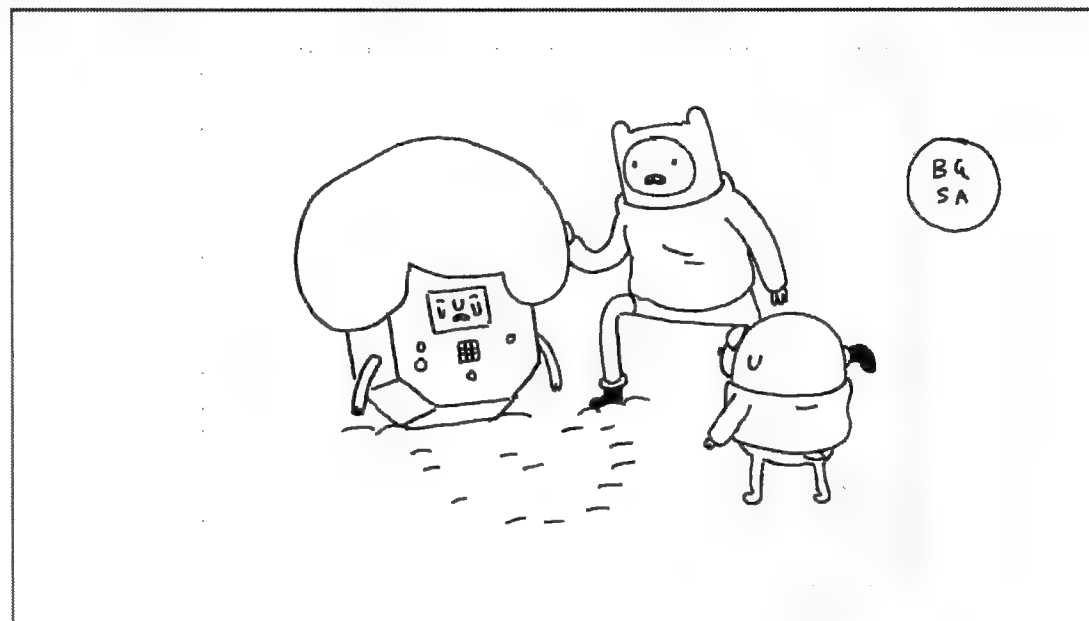


Sc. 97

Pnl. E

Bg.

day night



Dialog:

(E) MOE!

(M)

BANDITS STOLE MY LEGS!  
CARRY ME!

Action:

Timing:

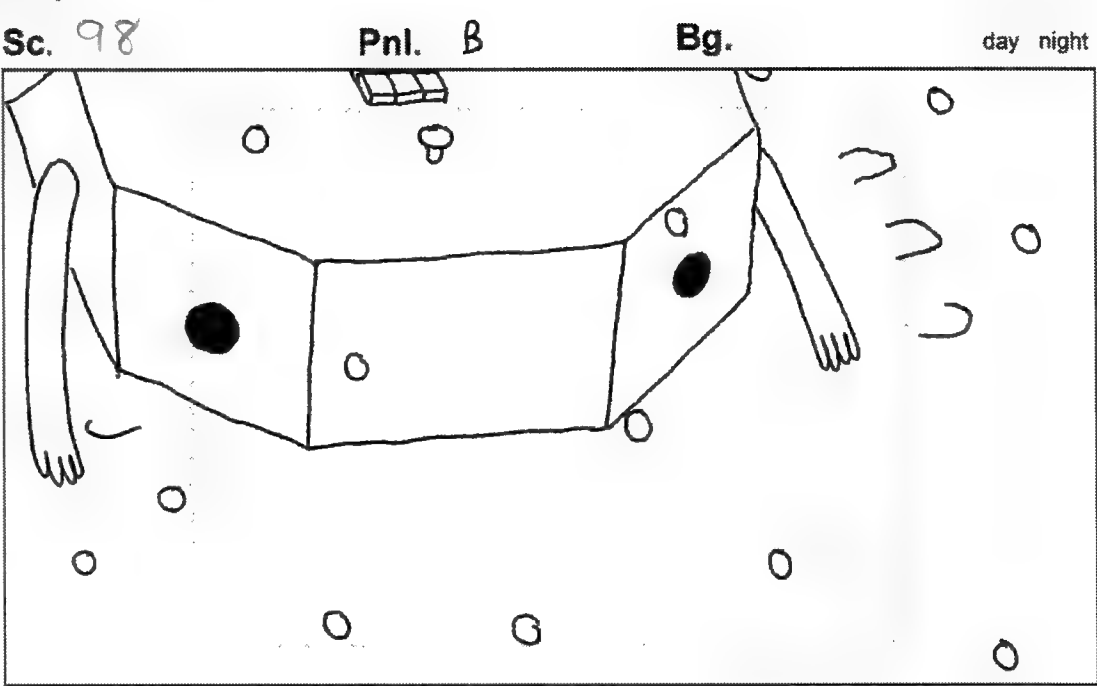
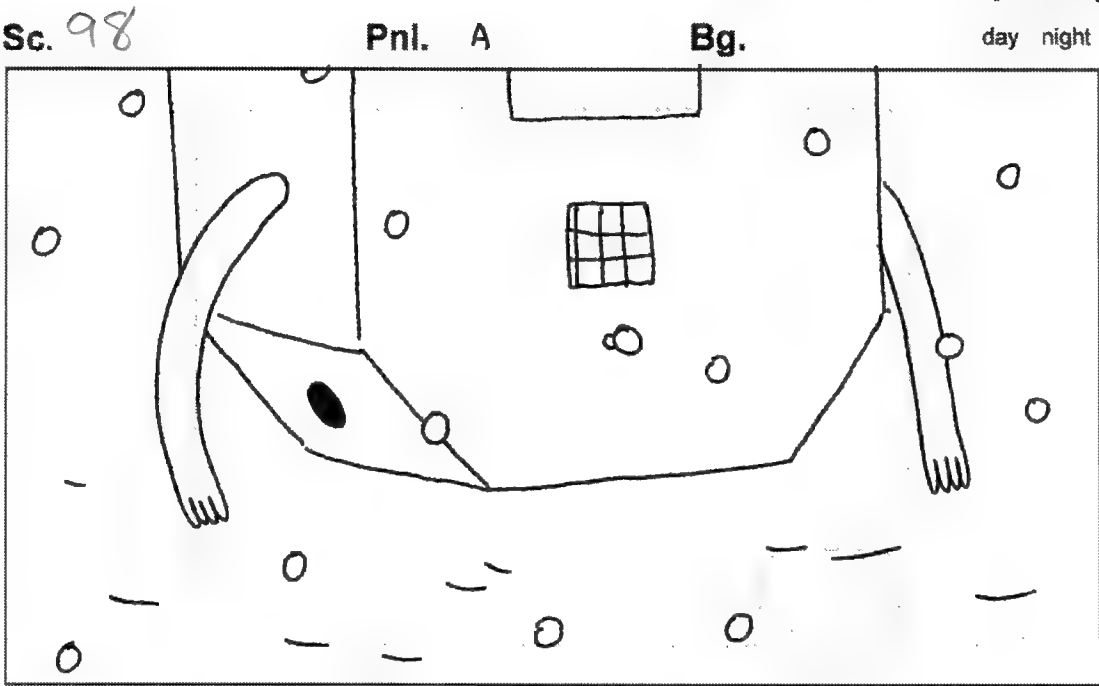
1034-228

EPISODE #

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ADVENTURE TIME



Dialog:
(SFX) CLANK
Action:
Timing:

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ADVENTURE TIME



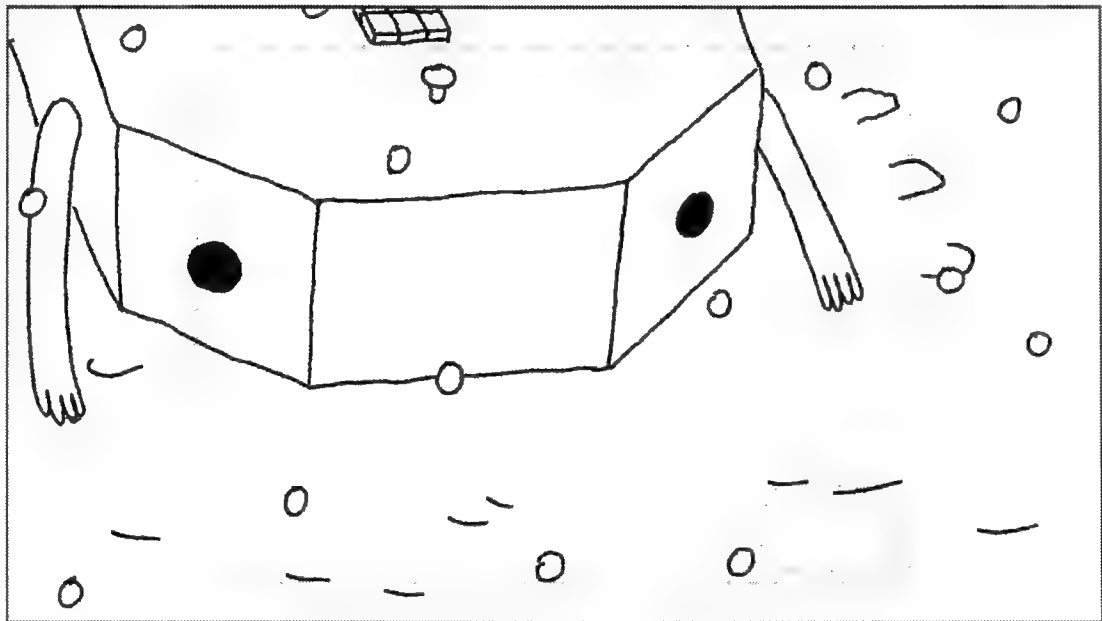
Page 110

Sc. 98

Pnl. 4

Bg.

day night



Sc. 99

Pnl. A

Bg.

day night



Dialog:

M A BLOO BLOO BLOO!

Action:

Timing:

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# ADVENTURE TIME



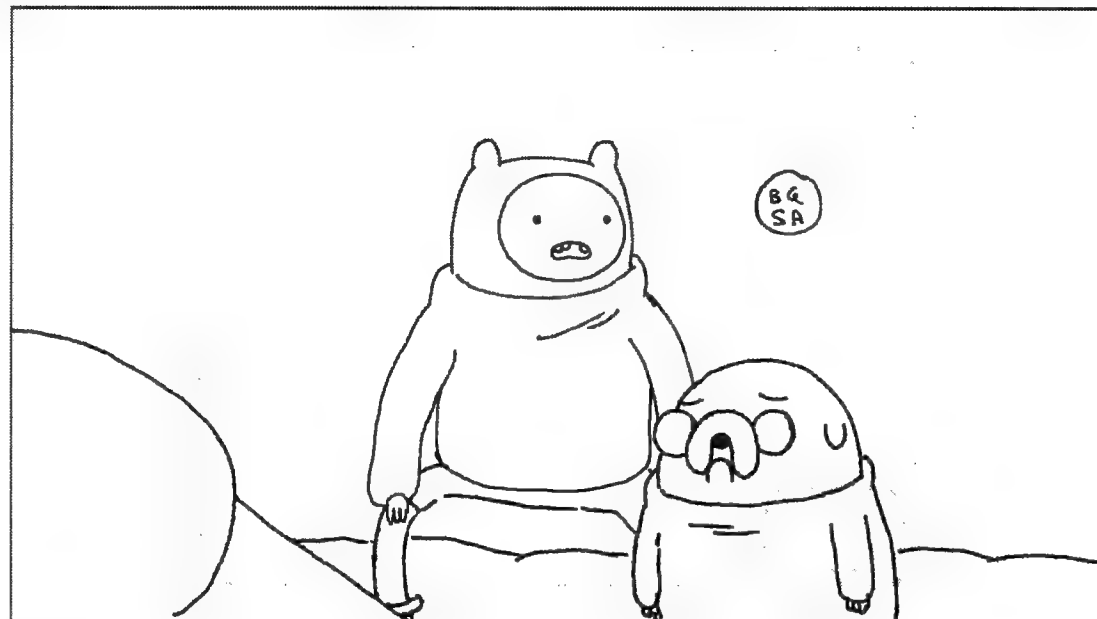
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Sc. 99

Pnl. B

Bg.

day night

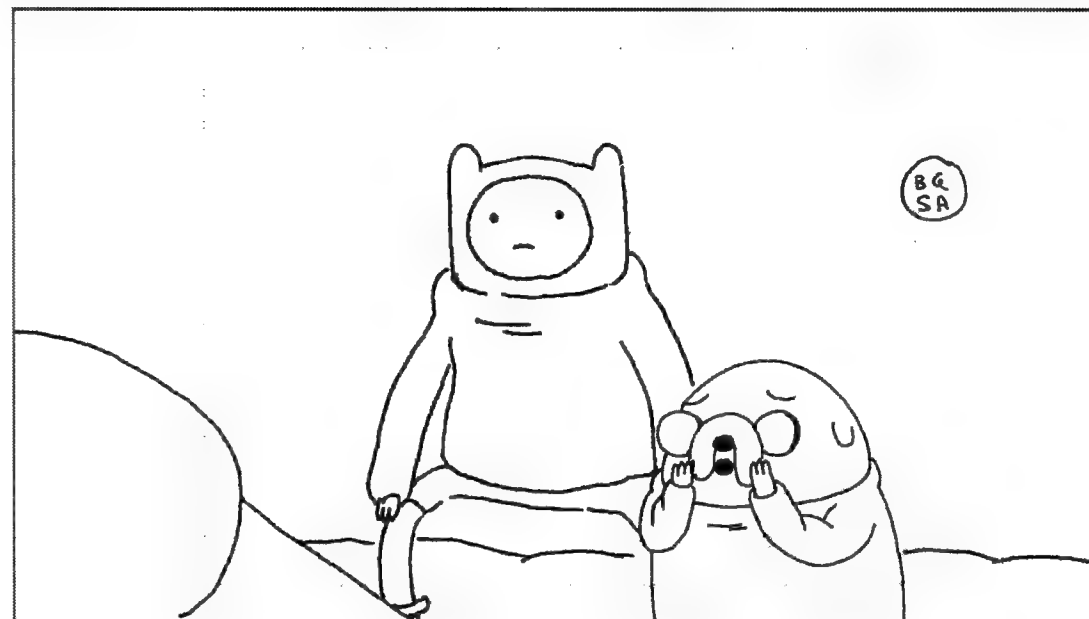


Sc. 99

Pnl. C

Bg.

day night



Dialog:

(F) AW MAN WE SHOULD NEVER  
HAVE LEFT HIM, HE'S SO  
OLD.

(J) (CLEARLY)  
IF YOU TELL US WHERE  
THE BANDITS WENT, WE'LL  
AVENGE YOUR LEGS!!

Action:

Timing:

1034-228

EPISODE #

Production :

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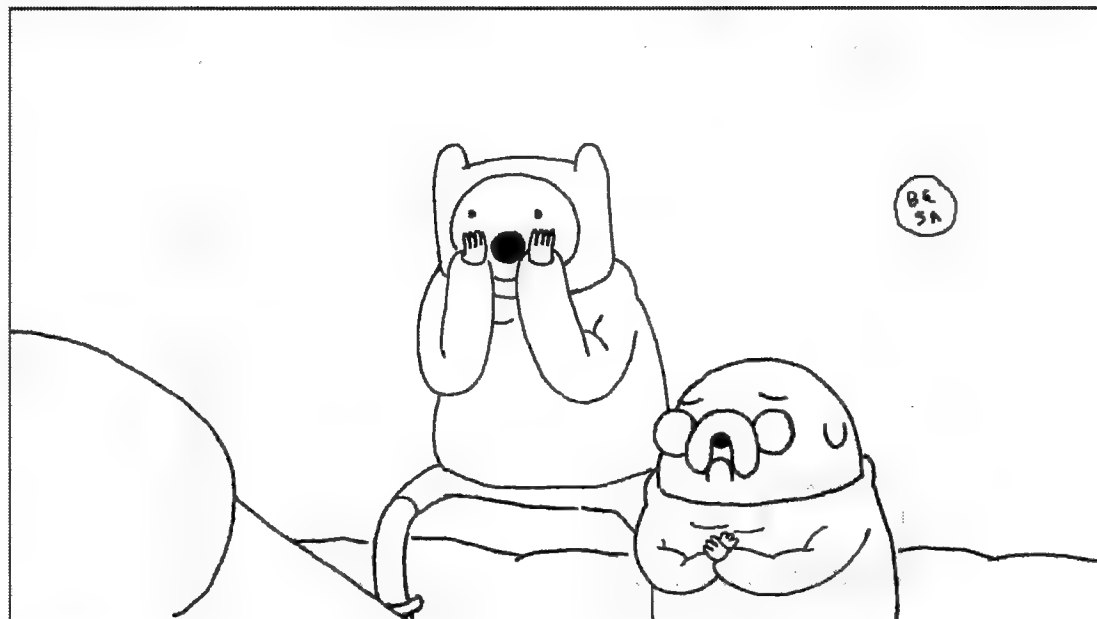
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Sc. 99

Pnl. D

Bg.

day night

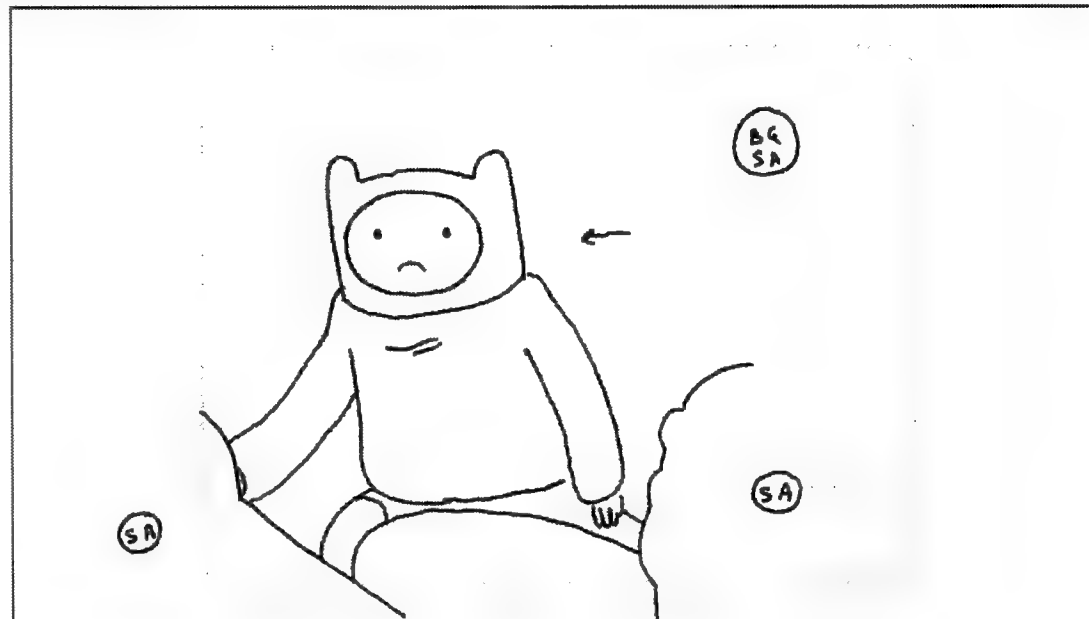


Sc. 99

Pnl. E

Bg.

day night



Dialog:

F (CLEARLY)  
WE'RE SORRY WE LEFT YOU!

Action:

Timing:

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ADVENTURE TIME



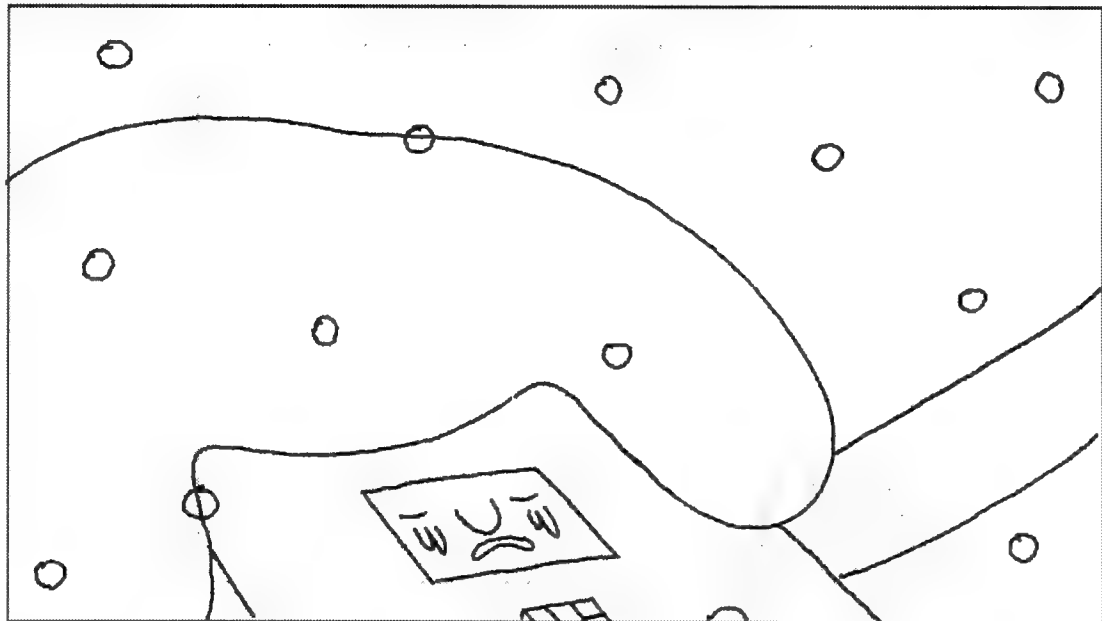
Page 113

Sc. 100

Pnl. A

Bg.

day night



Sc. 100

Pnl. B

Bg.

day night



Dialog:

Ⓜ/ YOU SHOULD BE ! I'M YO'  
GWAMPA WOBOT !

Action:

Timing:

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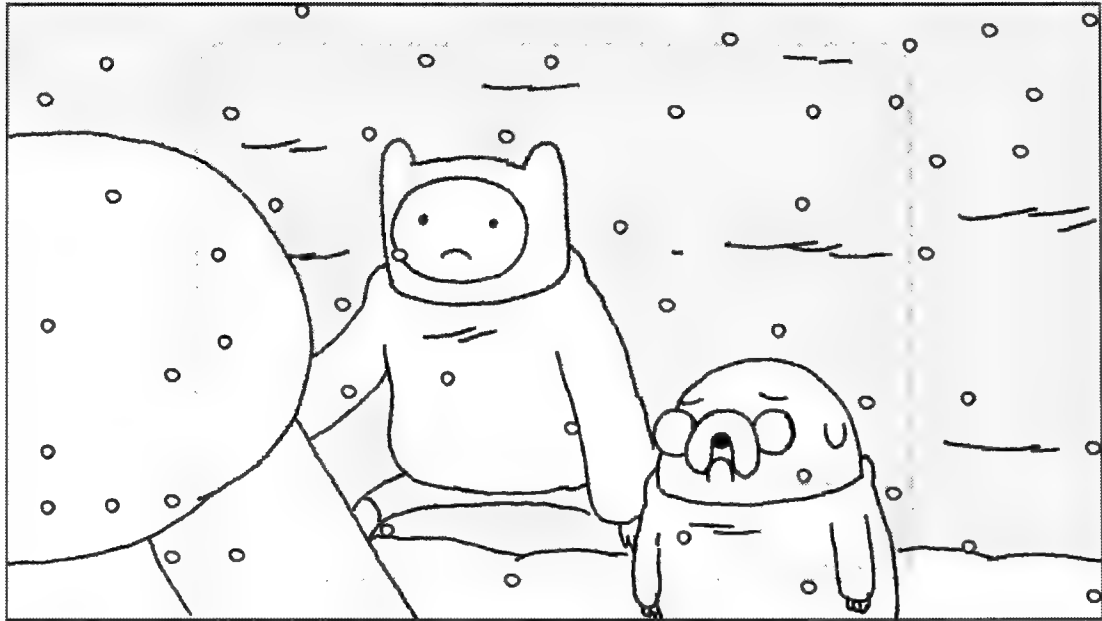


Sc. 101

Pnl. A

Bg.

day night

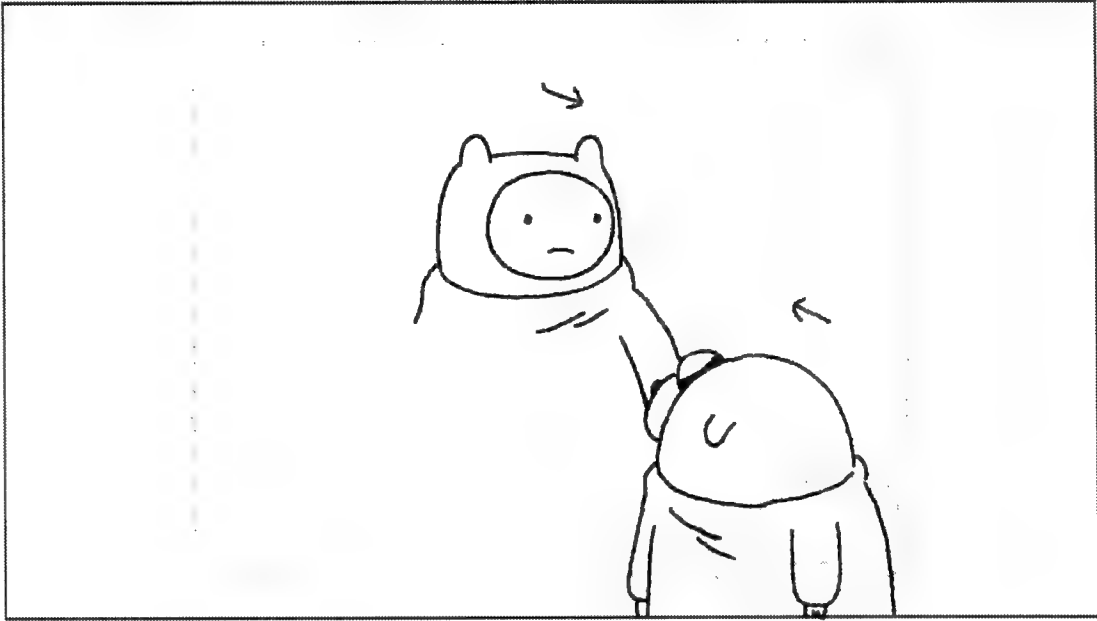


Sc. 101

Pnl. B

Bg.

day night



Dialog:

(M) CARRY ME!

Action:

Timing:

1034-228

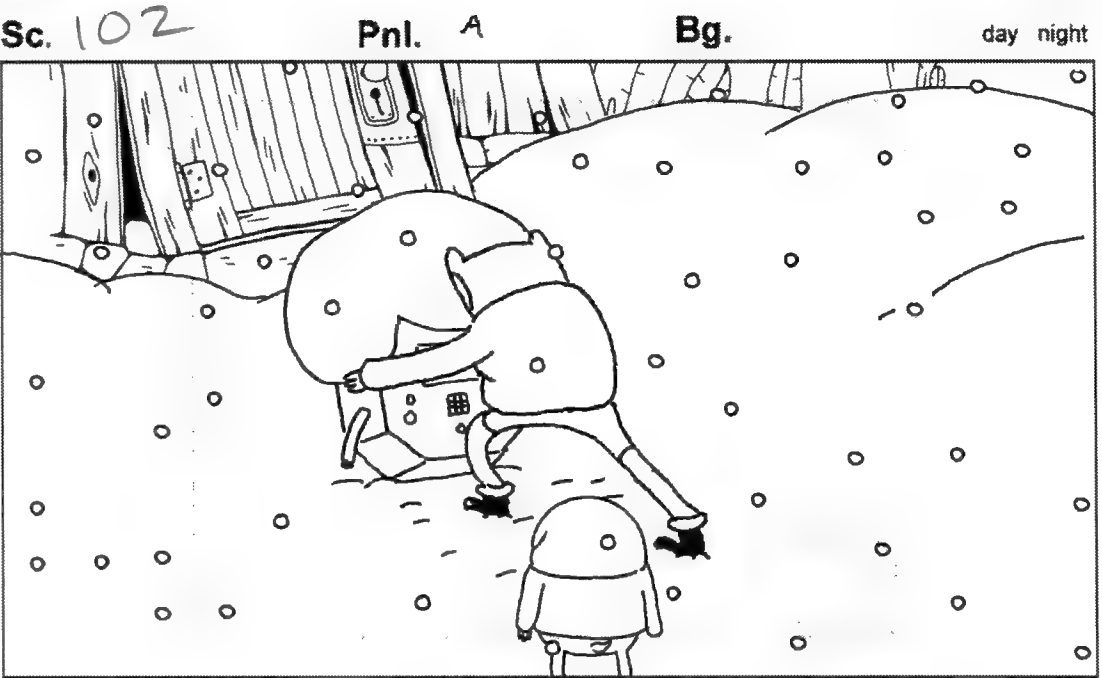
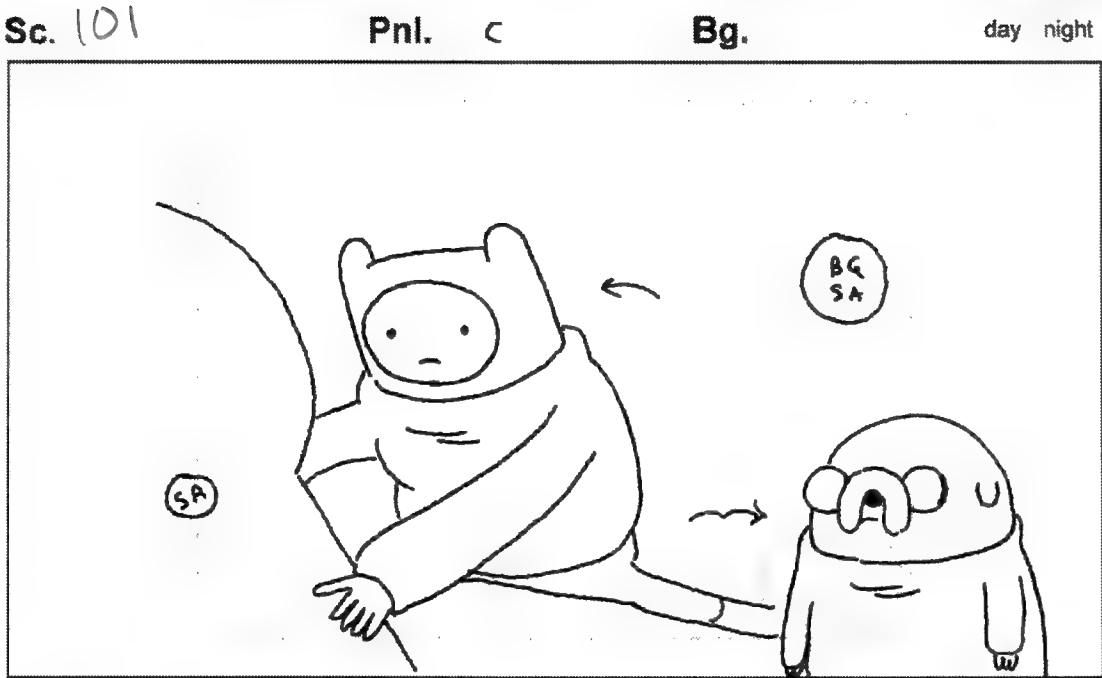
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ADVENTURE TIME



Dialog:
Action:
Timing:

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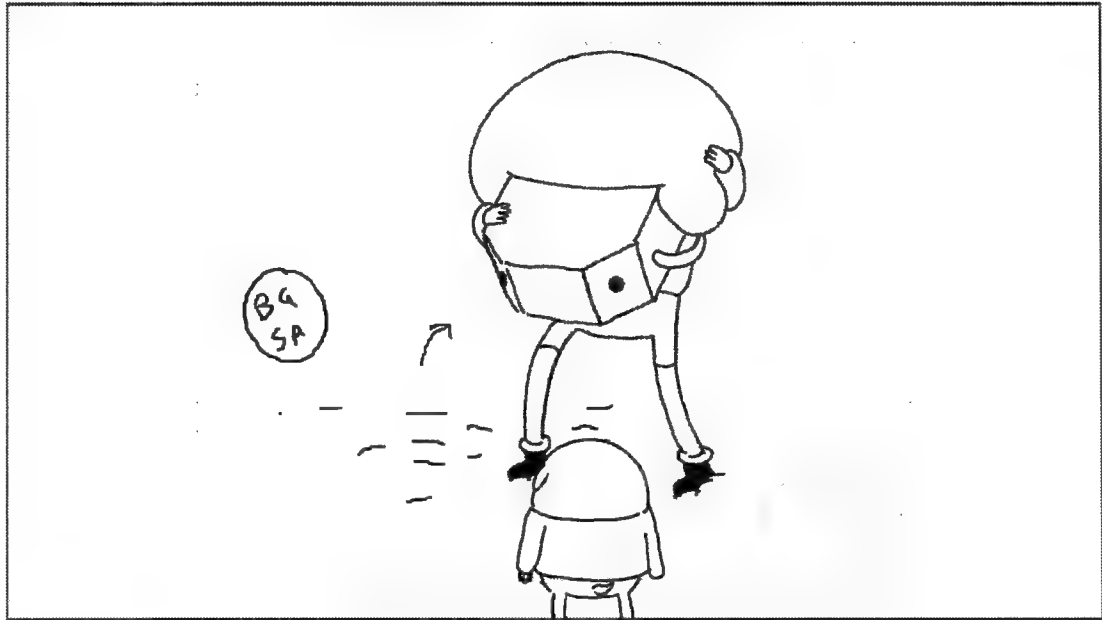


Sc. 102

Pnl. B

Bg.

day night

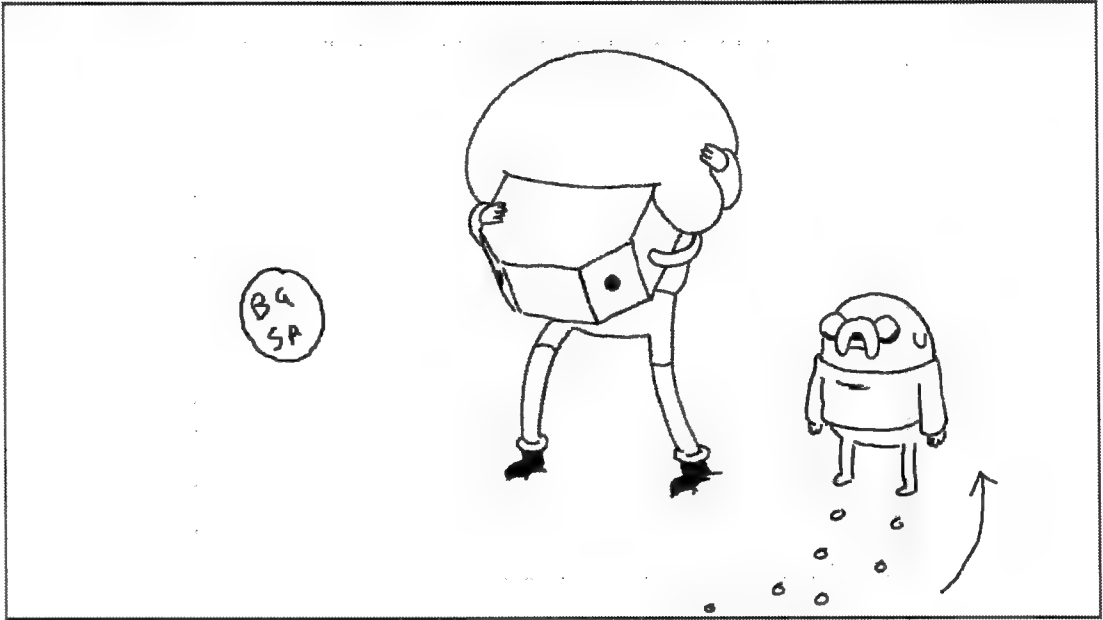


Sc. 102

Pnl. C

Bg.

day night



Dialog:

(F) HUP!

Action:

JAKE RE-POSITIONS HIMSELF.

Timing:

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Production :

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ADVENTURE TIME

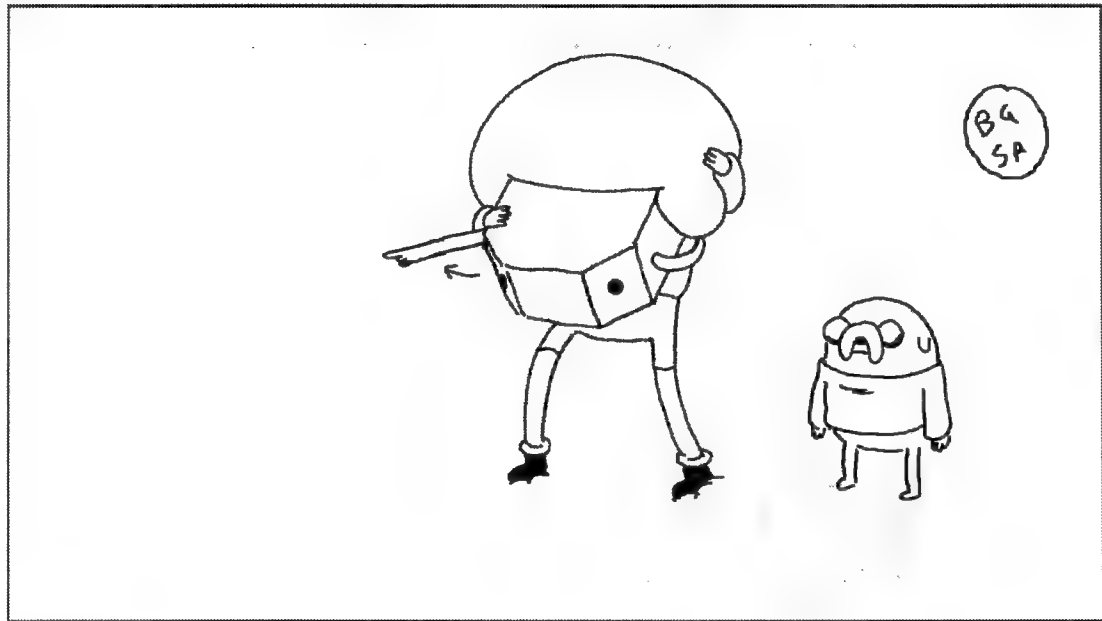


Sc. 102

Pnl. D

Bg.

day night



Sc. 102

Pnl. E

Bg.

day night



Dialog:

M/ OVER HERE!

Action:

Timing:

EPISODE #

Production :

1034-228

ADVENTURE TIME

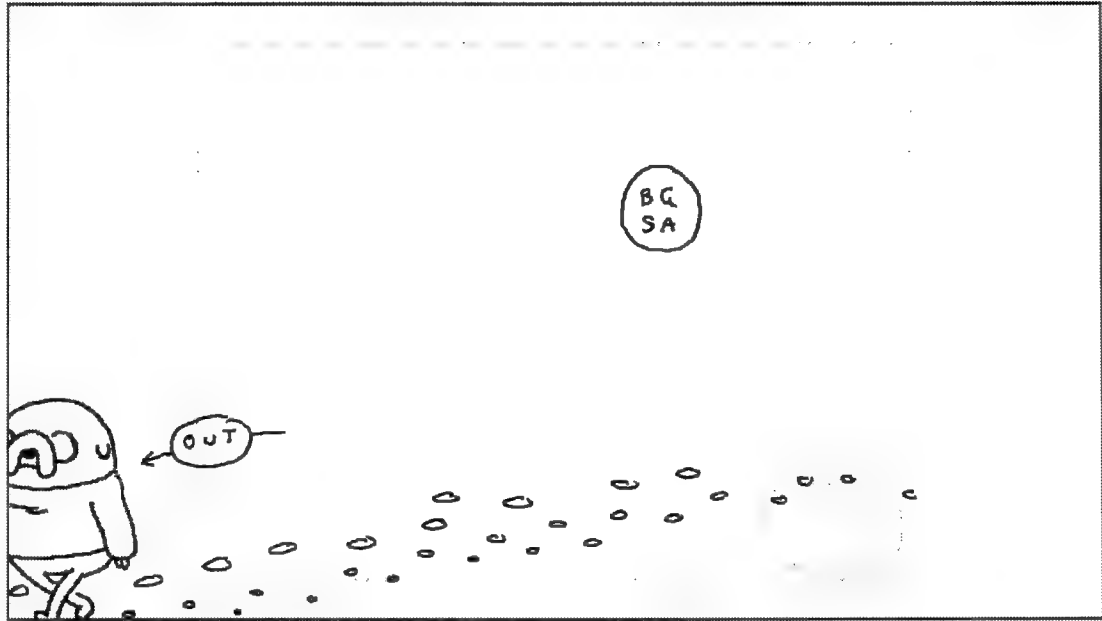


Sc. 102

Pnl. F

Bg.

day night

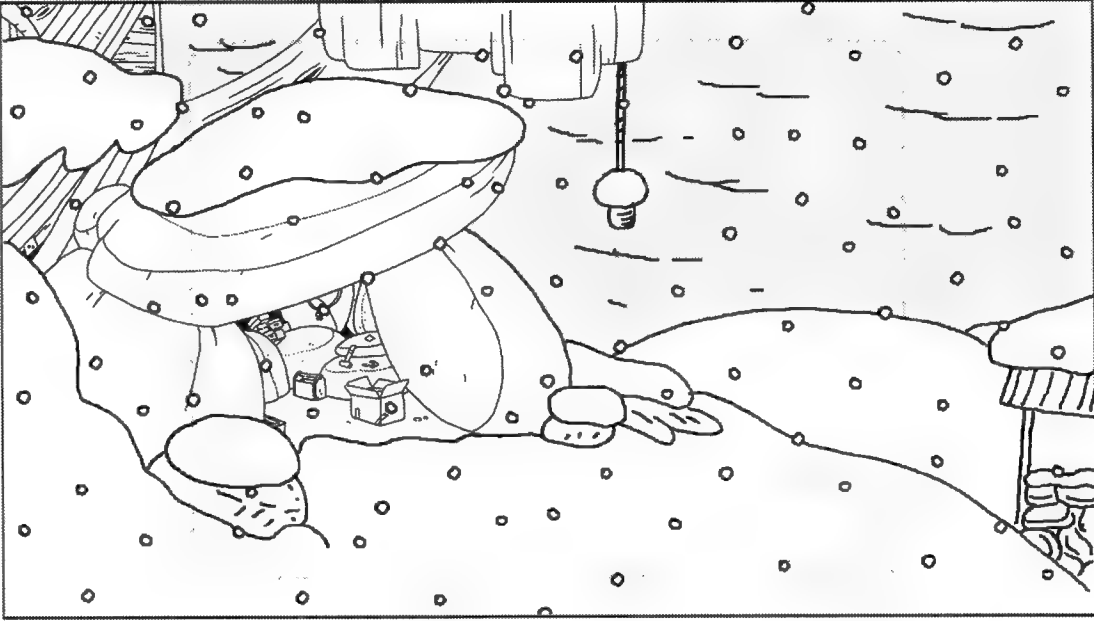


Sc. 103

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-228  
Production :

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ADVENTURE TIME



Sc. 103

Pnl. B

Bg.

day night

Sc. 104

Pnl. A

Bg.

day night

Dialog:
MY THERE !
Action:
Timing:

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



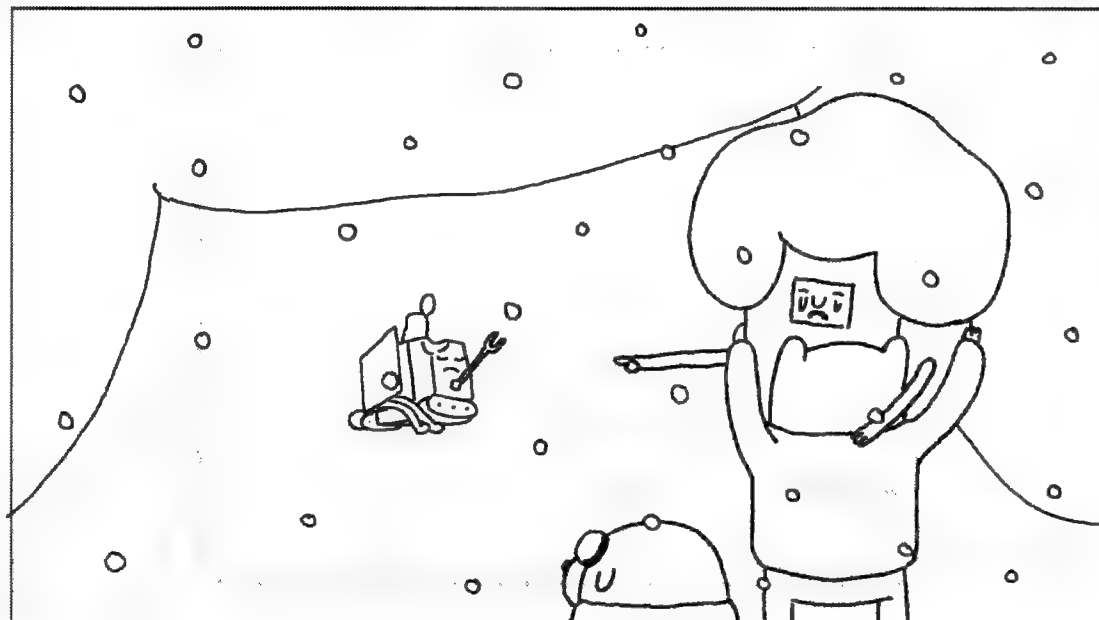
Page 120

Sc. 104

Pnl. B

Bg.

day night

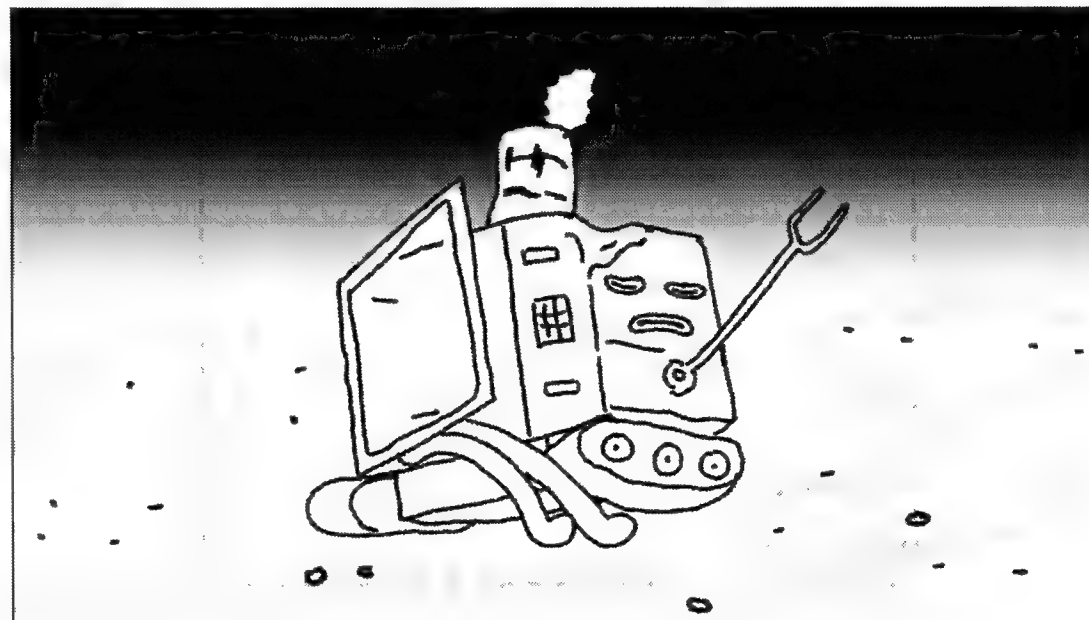


Sc. 105

Pnl. A

Bg.

day night



Dialog:

(M) THERE'S THE THIEF!

(M)(os) THE THIEF WITH MY LEGS!

Action:

Timing:

EPISODE # 1034-228

Production :

# ADVENTURE TIME



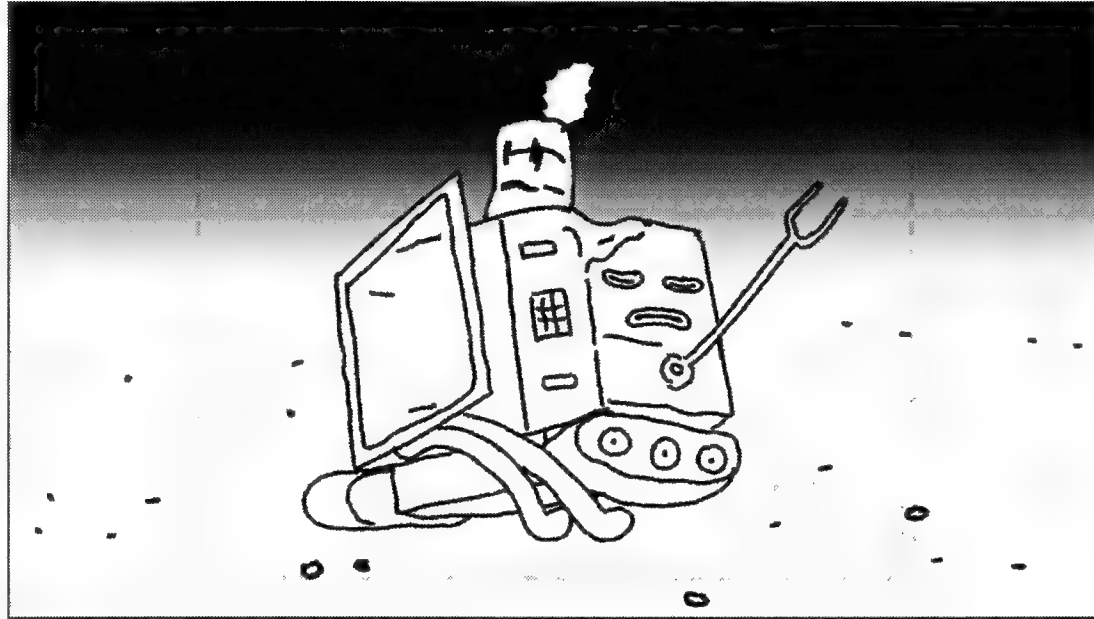
Page 121

Sc. 105

Pnl. B

Bg.

day night

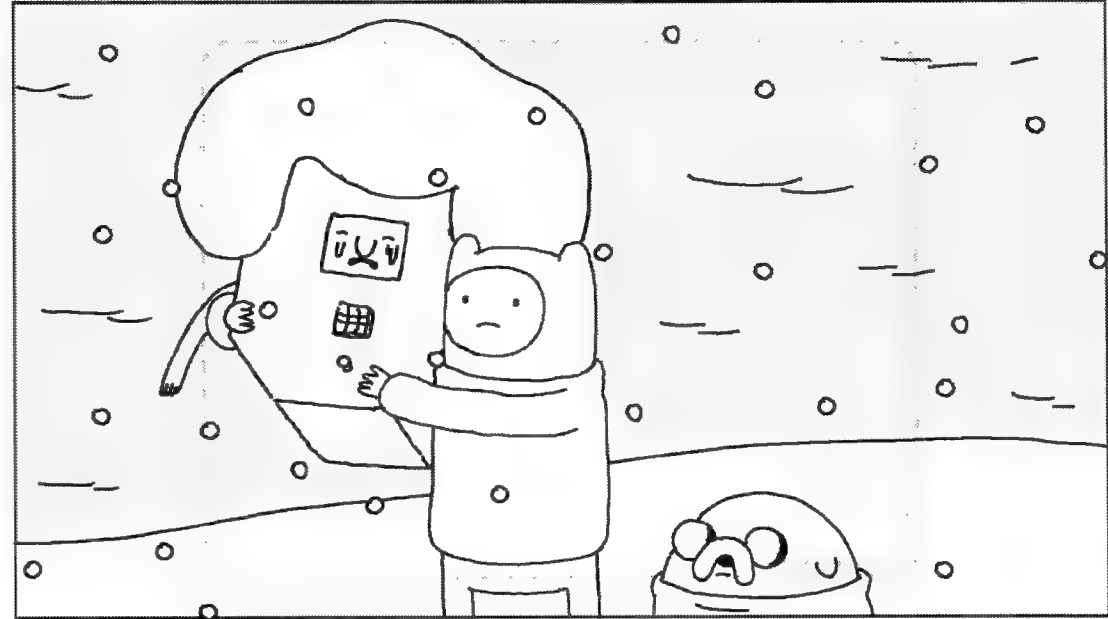


Sc. 106

Pnl. A

Bg.

day night



Dialog:

(F) (05) NEPTR?!

(M) THROW HIM OUT!

Action:

Timing:

1034-228

EPISODE #

Production :

# ADVENTURE TIME



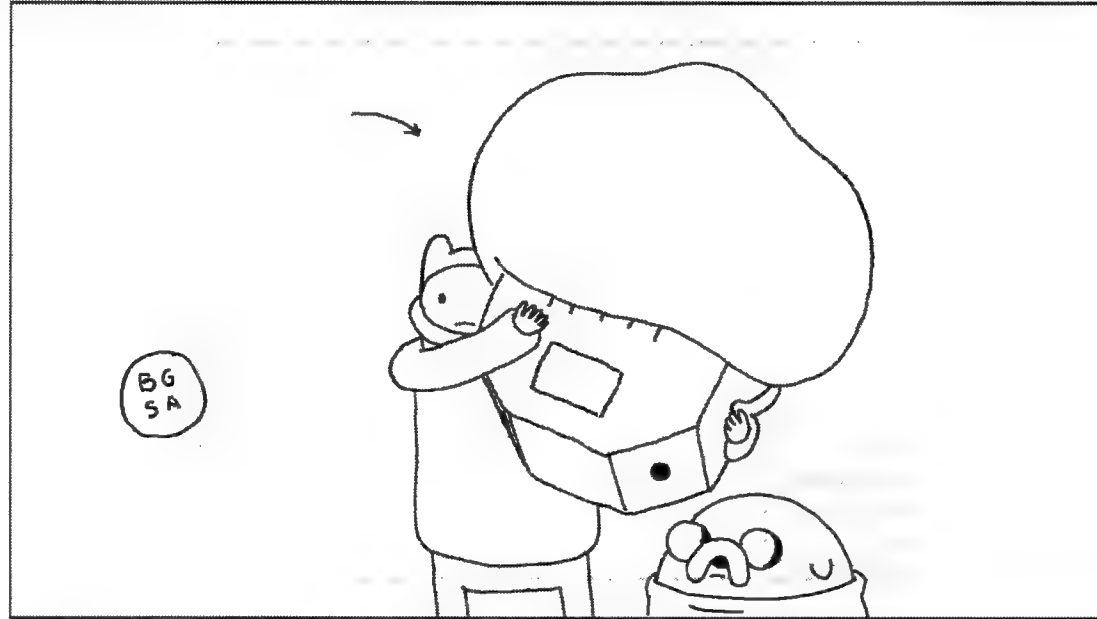
Page 22

Sc. 106

Pnl. B

Bg.

day night



Sc. 106

Pnl. C

Bg.

day night



Dialog:

(SOBBING)

(M)

I'M YOUR ONLY ROBOT  
NOW!

Action:

Timing:

EPISODE # 1034-228

Production :



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ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 100 Pnl. E Bg. day night

Dialog:

Action:

Timing:

JAKE WALKS TO NEPTR.

1034-228

EPISODE #

Production :

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# ADVENTURE TIME



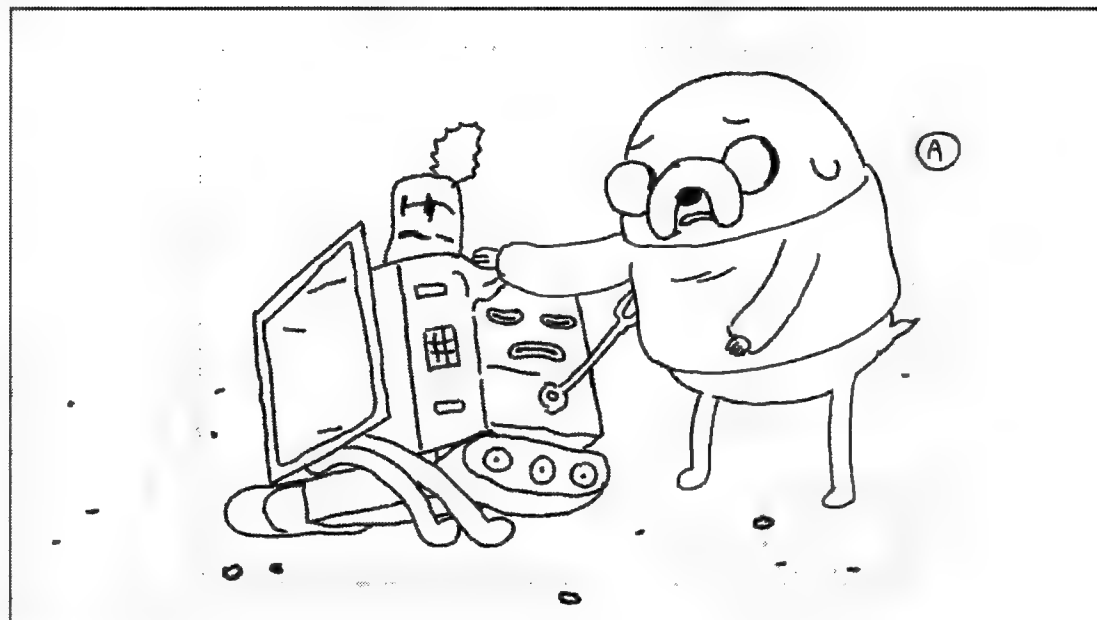
Page 124

Sc. 107

Pnl. A

Bg.

day night

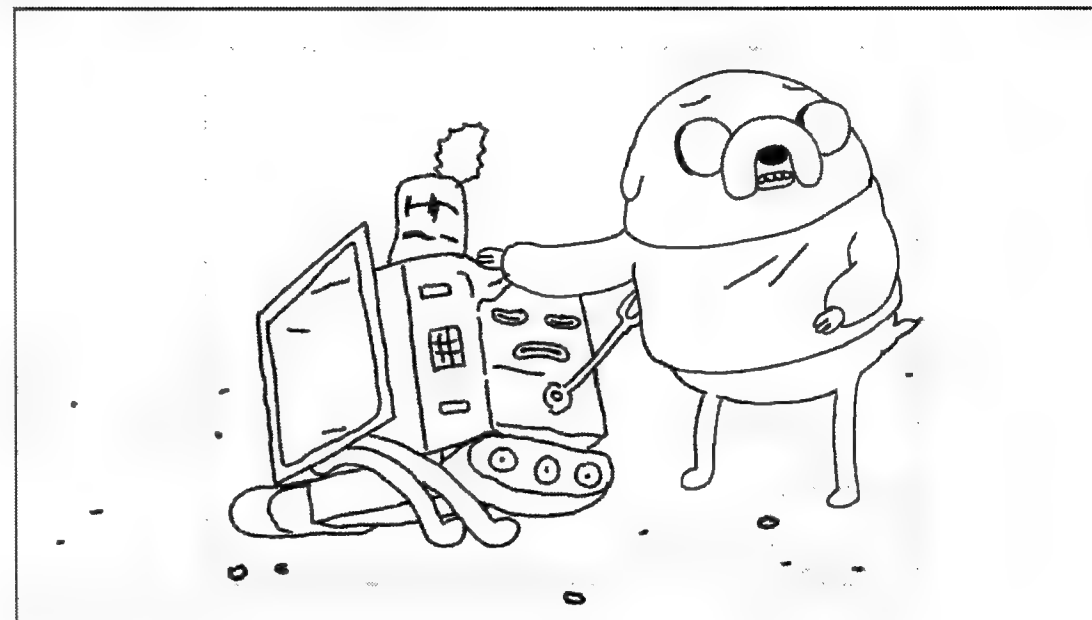


Sc. 107

Pnl. B

Bg.

day night



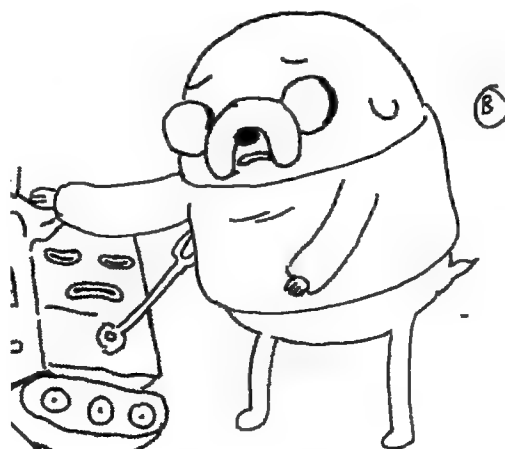
Dialog:

① UH ... HEY FINN? NEPTR'S OUT COLD.

Action:

A B A B

Timing:



① HE'S GOT A HECK OF A DENT ON HIS HEAD.

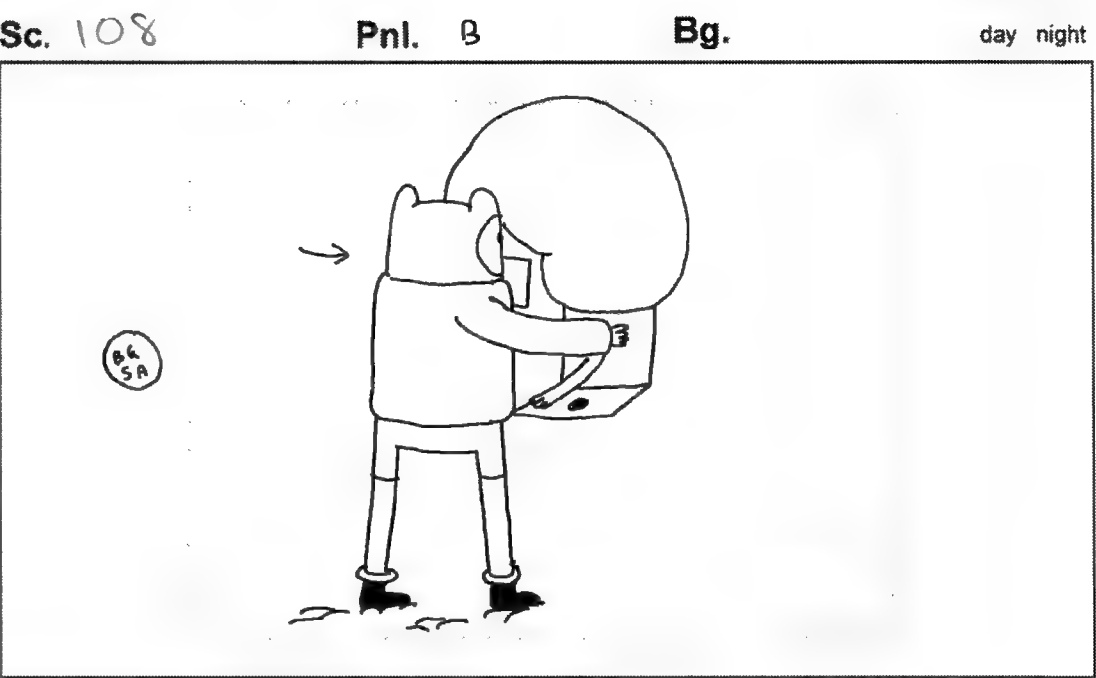
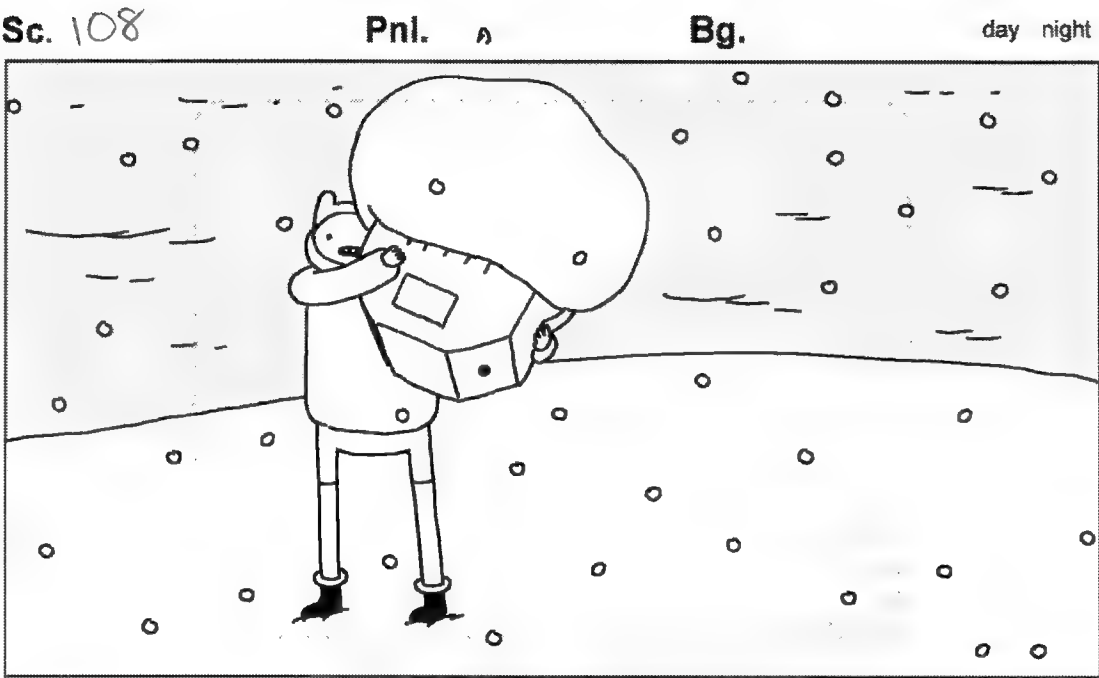
Production :

EPISODE #

1034-228

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ADVENTURE TIME

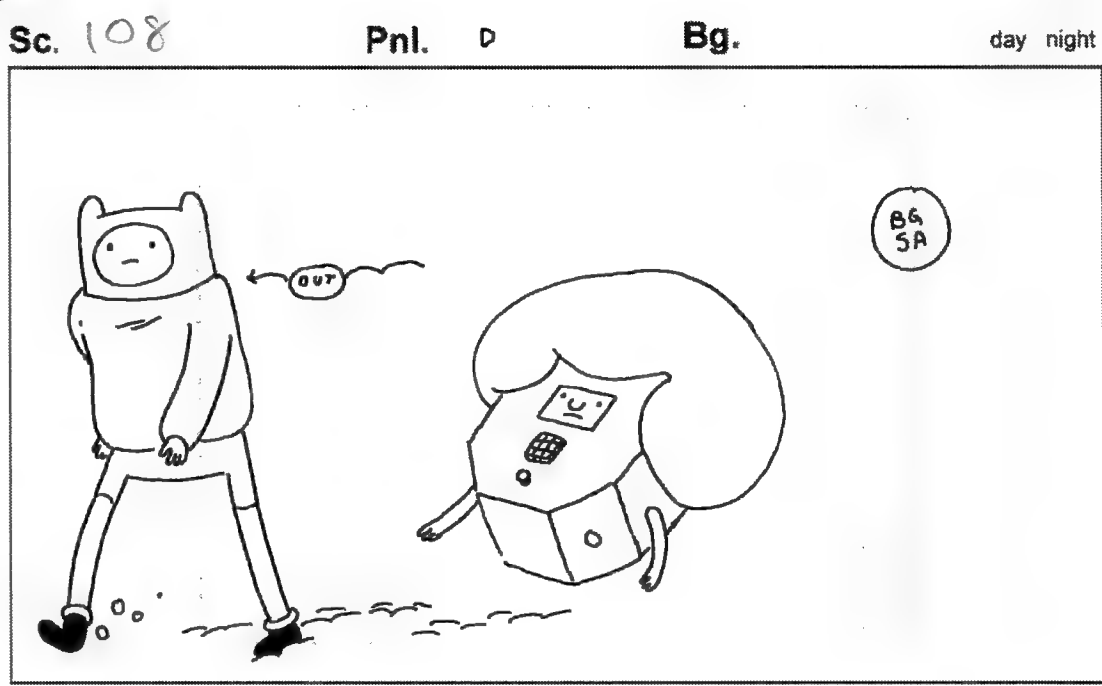
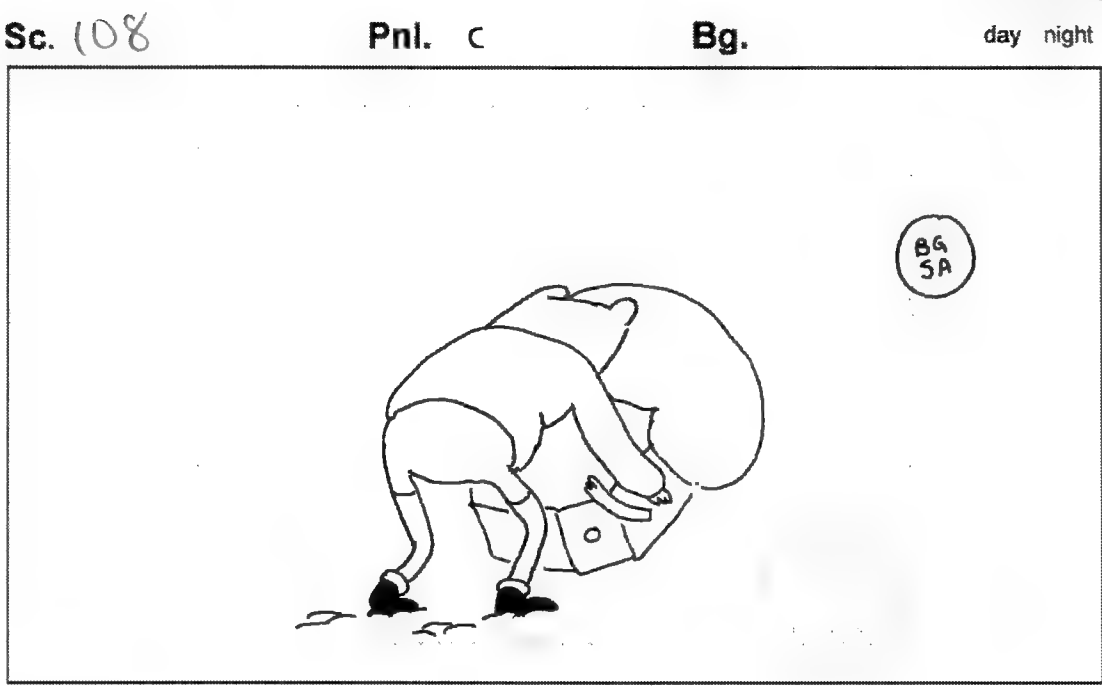


Dialog:
(F) WHAT?
Action:
Timing:

EPISODE # 1034-228  
Production :

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# ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 1034-228  
Production :

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ADVENTURE TIME

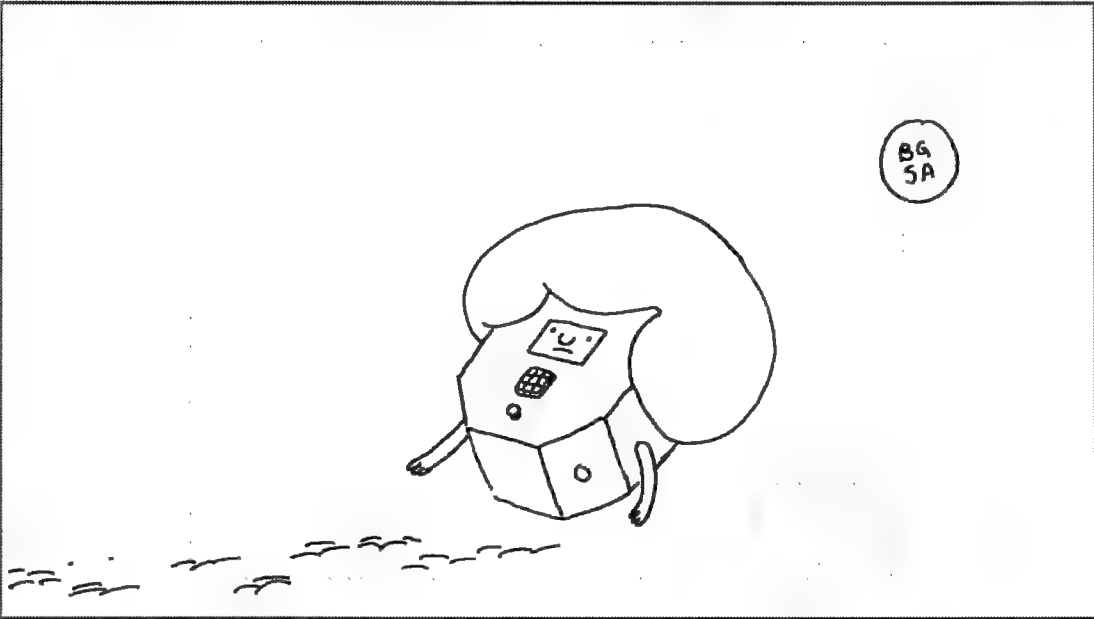


Sc. 108

Pnl. E

Bg.

day night

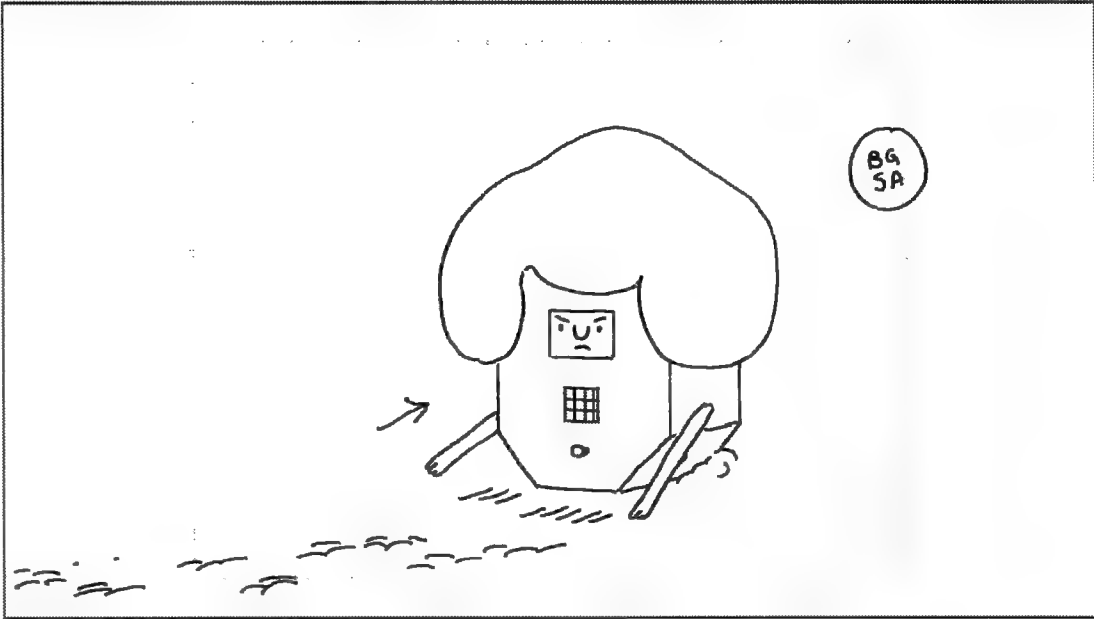


Sc. 108

Pnl. F

Bg.

day night



Dialog:

Action:

PUSHES ITSELF UP.

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

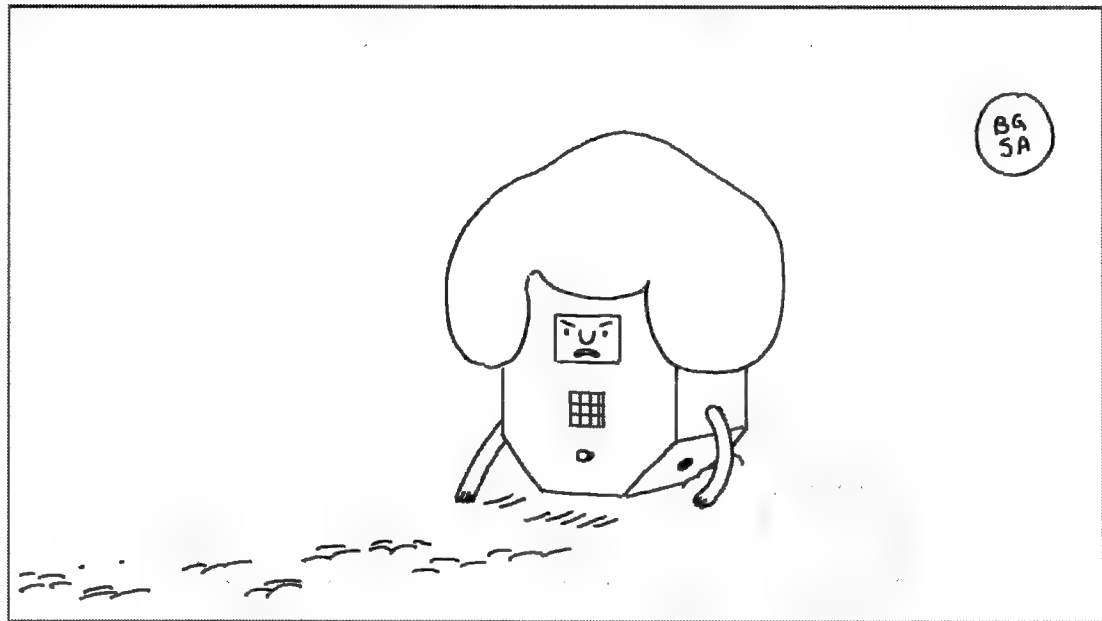


Sc. 108

Pnl. G

Bg.

day night

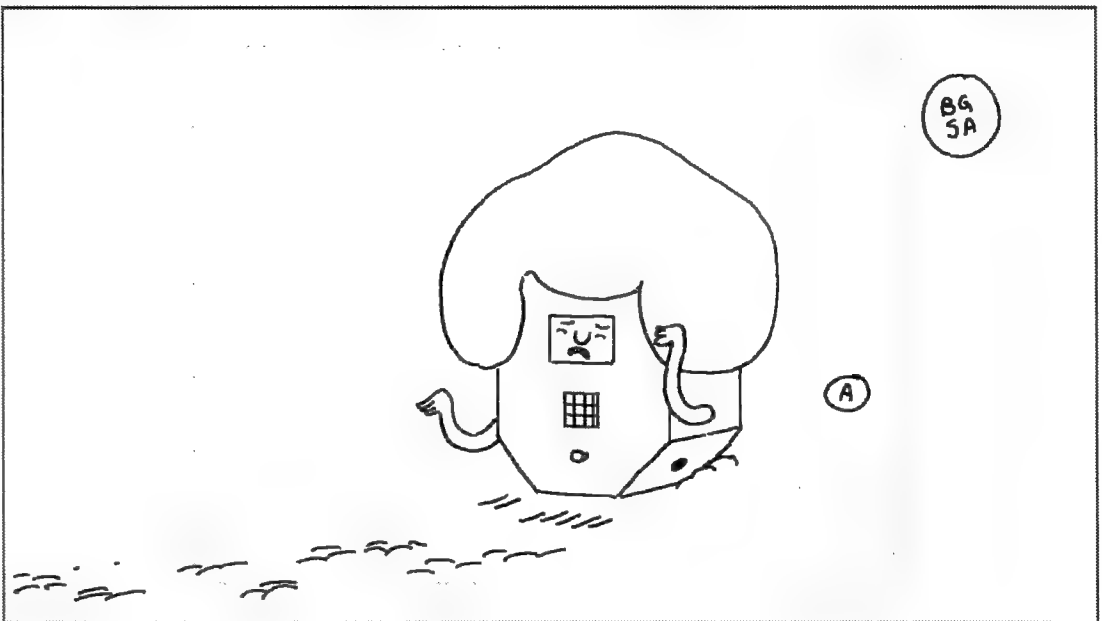


Sc. 108

Pnl. H

Bg.

day night



Dialog:

(NO LONGER SOUNDING SAD)

(M)

FORGET HIM. I'M YOUR ROBOT. A

BLOO HOO! YOU LOVE ME, RIGHT?

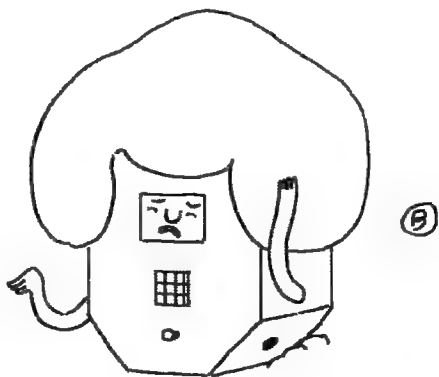
LOVE ME LIKE A BMO?

Action:

A B A B A

CLOWING

Timing:



EPISODE # 1034-228

Production :

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# ADVENTURE TIME



Page 129

Sc. 109

Pnl. A

Bg.

day night

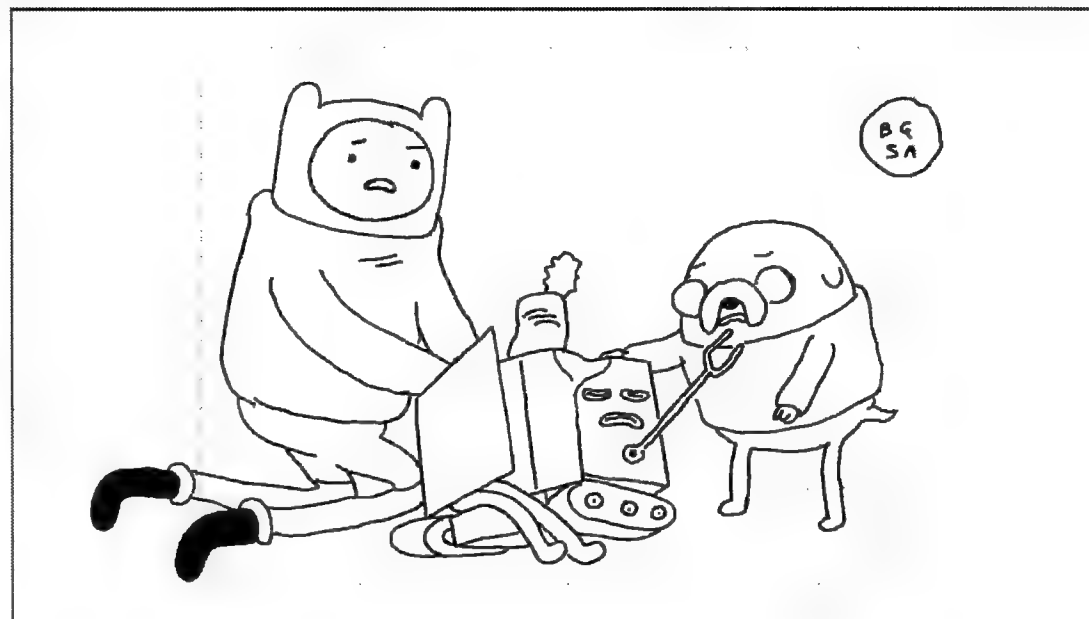


Sc. 109

Pnl. B

Bg.

day night



Dialog:

ⓕ WHAT? UH I DUNNO,

ⓕ/(CONT) I GUESS? WE LOVE HER.

Action:

Timing:

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



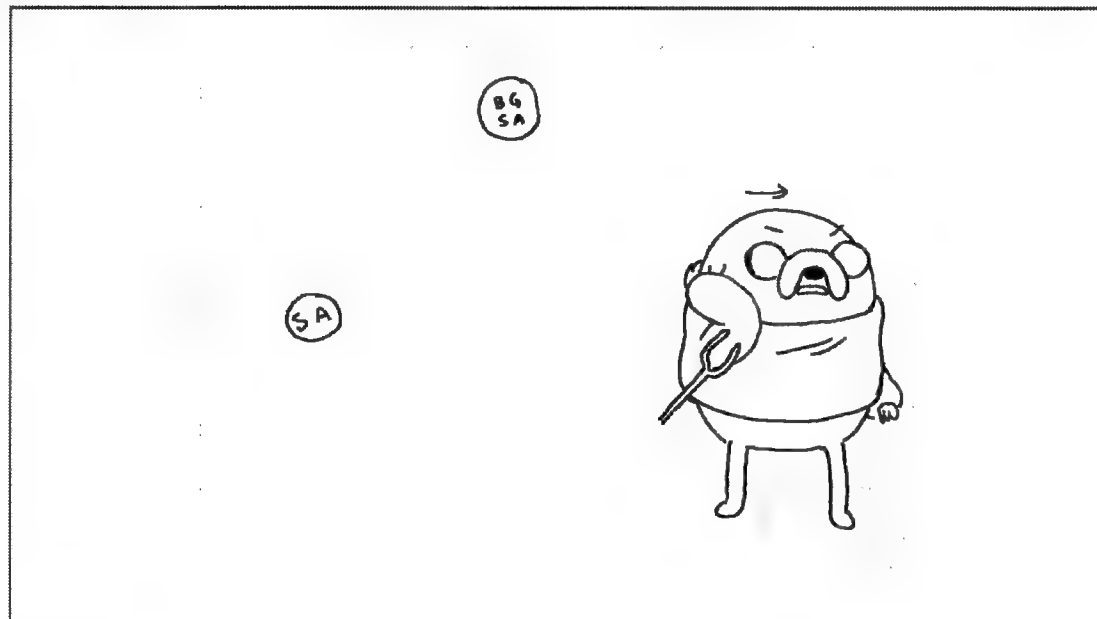
Page 130

Sc. 109

Pnl. c

Bg.

day night

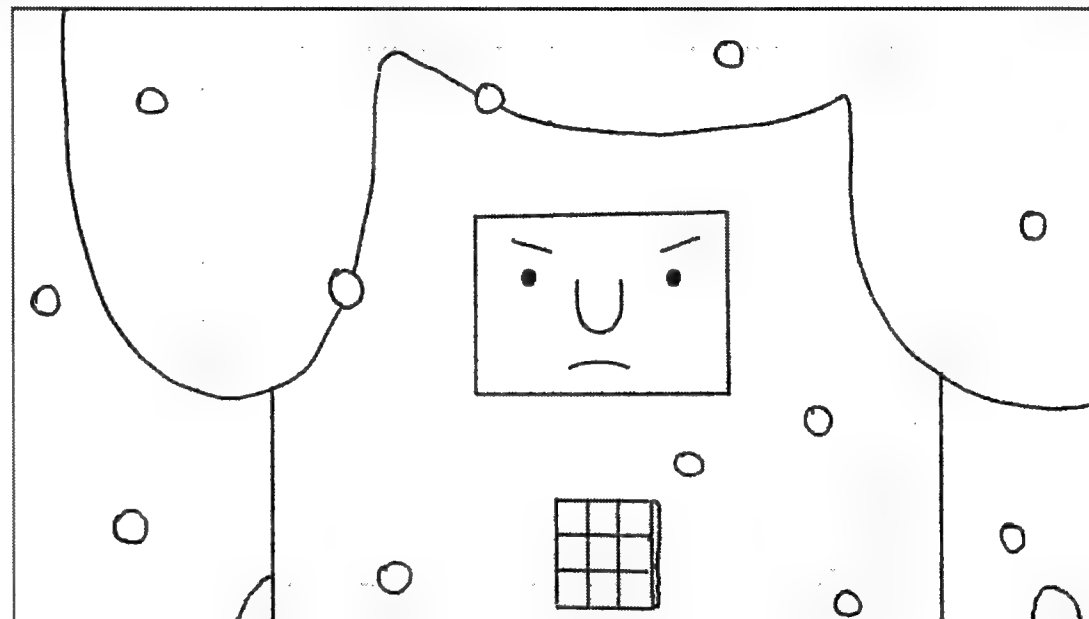


Sc. 110

Pnl. A

Bg.

day night



Dialog:

①/ YEAH MAN, BE COOL. BMO'S  
LIKE OUR BEST FRIEND

Action:

Timing:

EPISODE # 1034-228

Production :



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# ADVENTURE TIME



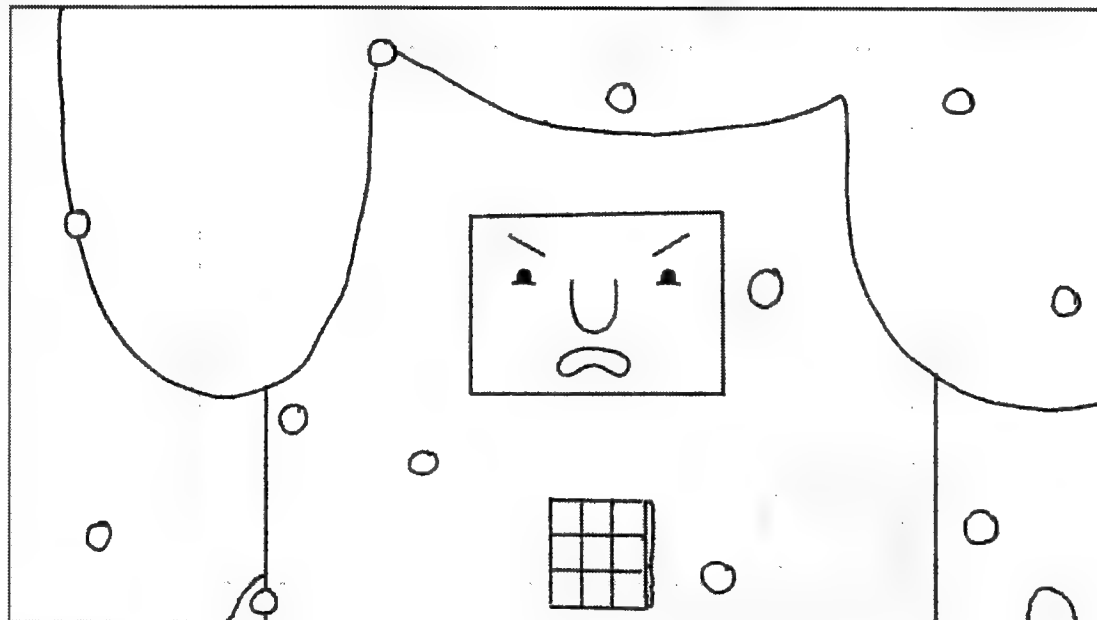
Page 131

Sc. 110

Pnl. β

Bg.

day night

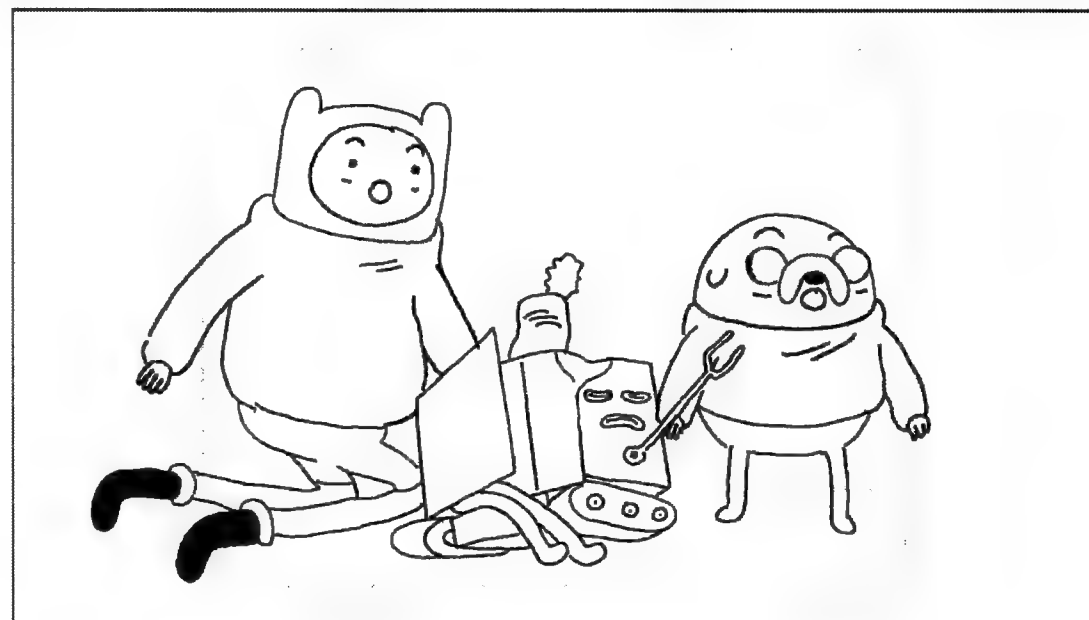


Sc. 111

Pnl. A

Bg.

day night



Dialog:

(M) BMO'S TRASH!!!

(F) MOE!!!

Action:

Timing:

1034-228

EPISODE #

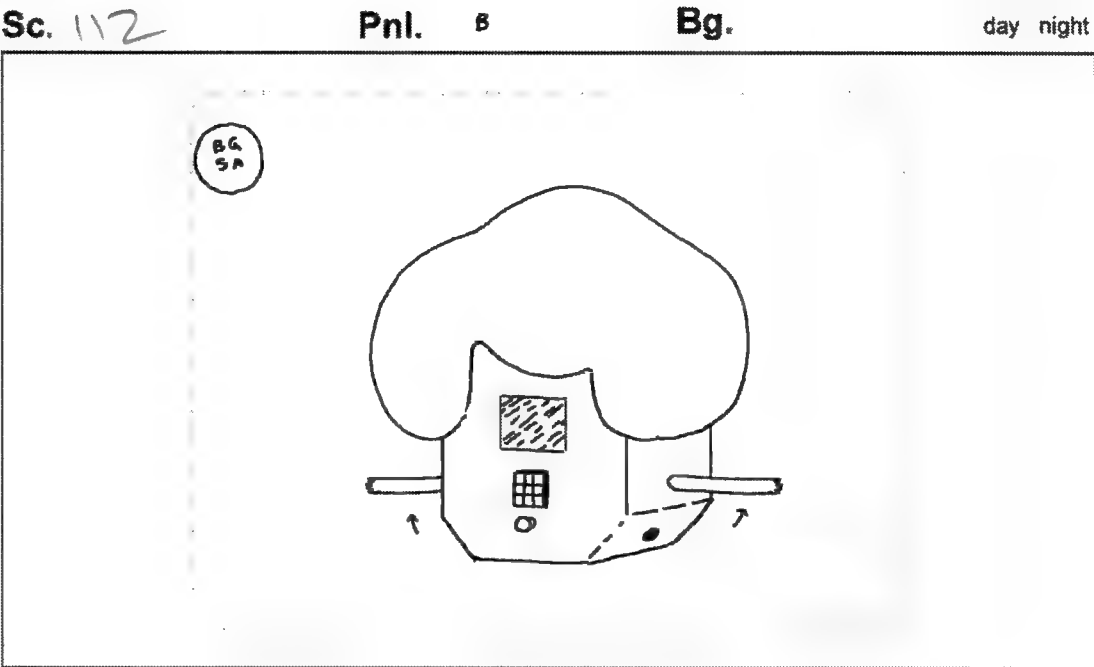
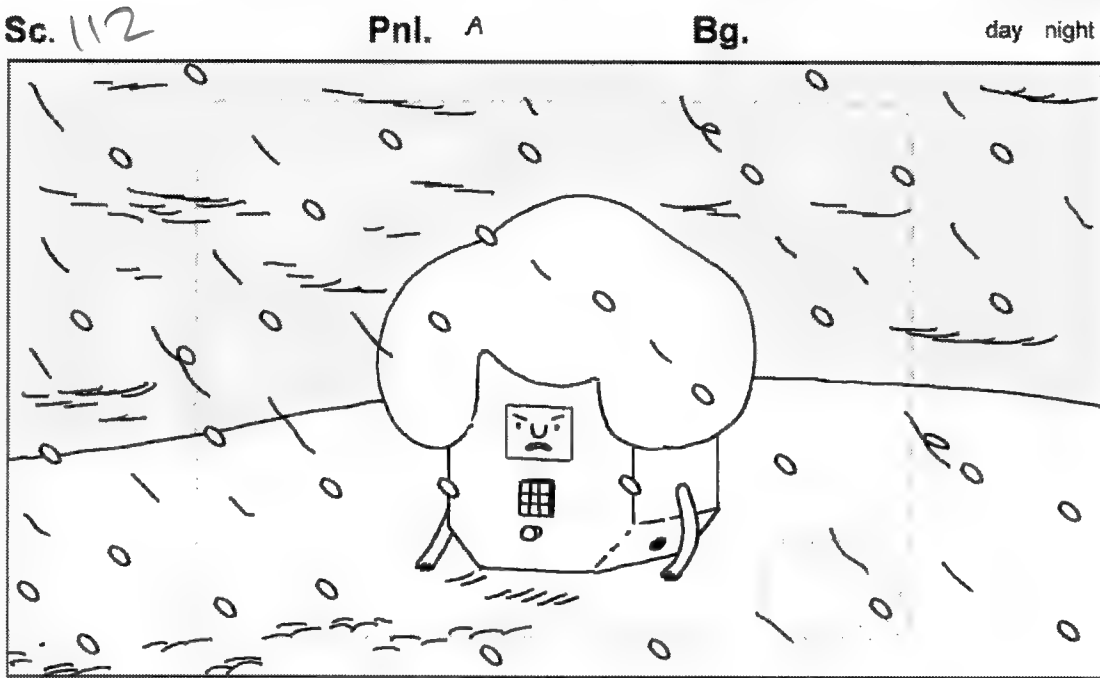
Production :

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ADVENTURE TIME



Page 132

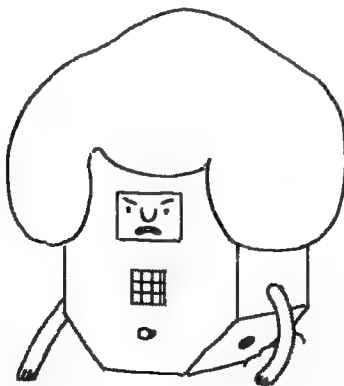


Dialog:

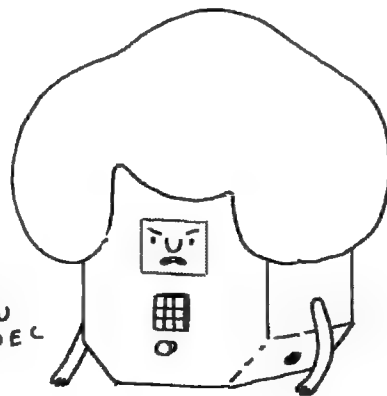
Action:

Timing:

PREV.  
MODEL.



NEW  
MODEL



WINDS START BLOWIN'

I TWEAKED MOE/AMO  
FROM THE PREVIOUS SCENE  
TO BE CLOSER TO THE ON-MODEL  
AMO. WILL PEOPLE NOTICE THE  
CHANGE? DOES THE PREVIOUS SCENE  
NEED TWEAKED? - S.W.

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



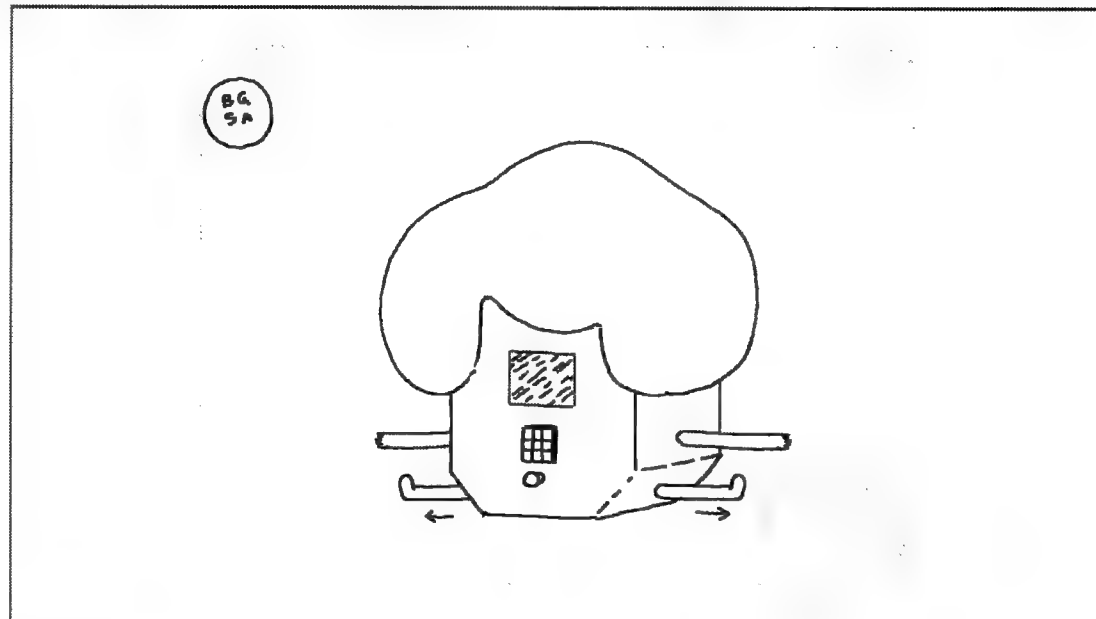
Page 133

Sc. 112

Pnl. c

Bg.

day night

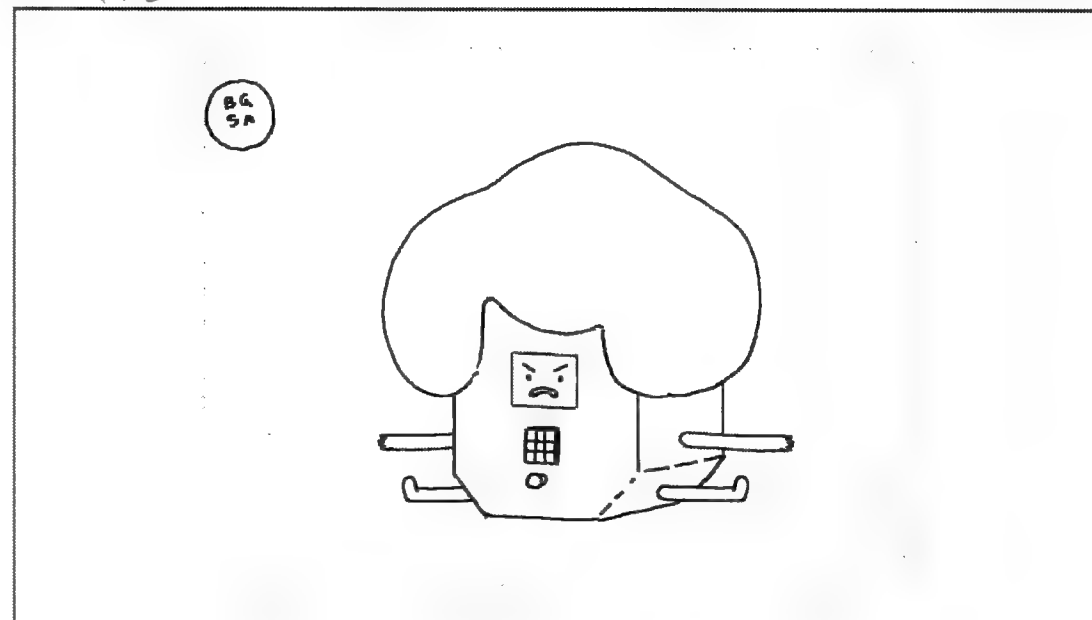


Sc. 112

Pnl. p

Bg.

day night



Dialog:

Action:

A M O ' S   F A C E .

Timing:

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



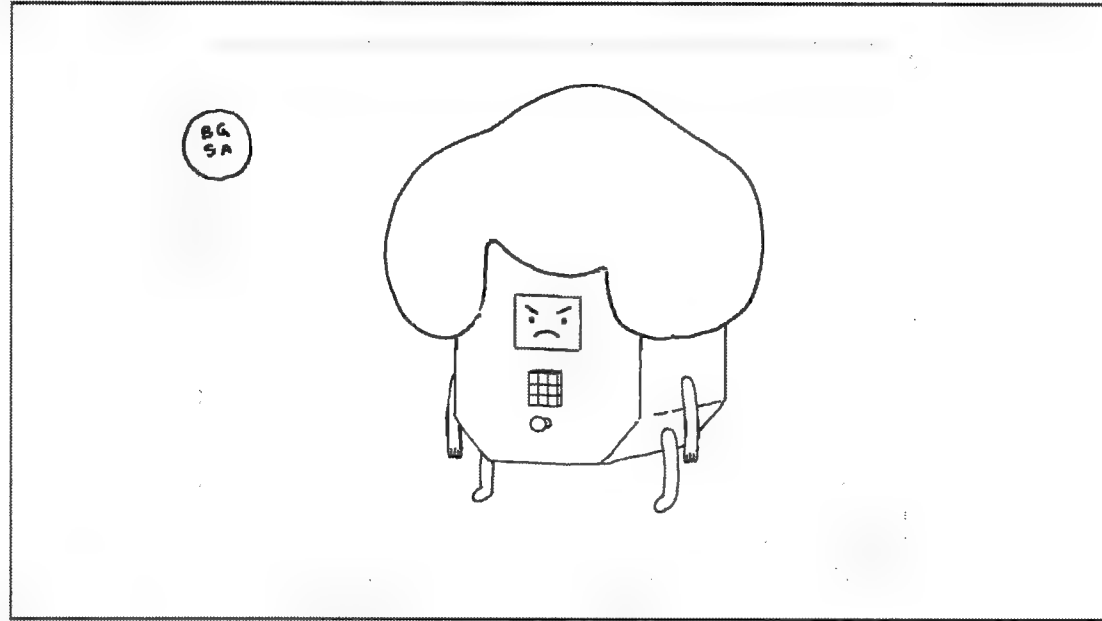
Page 134

Sc. 112

Pnl. e

Bg.

day night

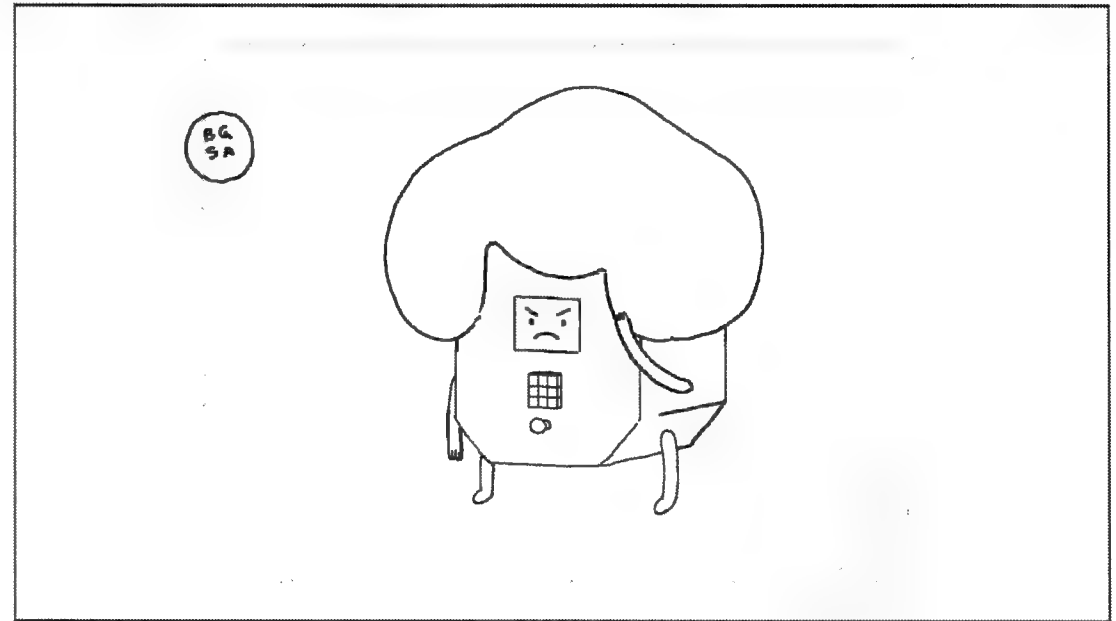


Sc. 112

Pnl. f

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



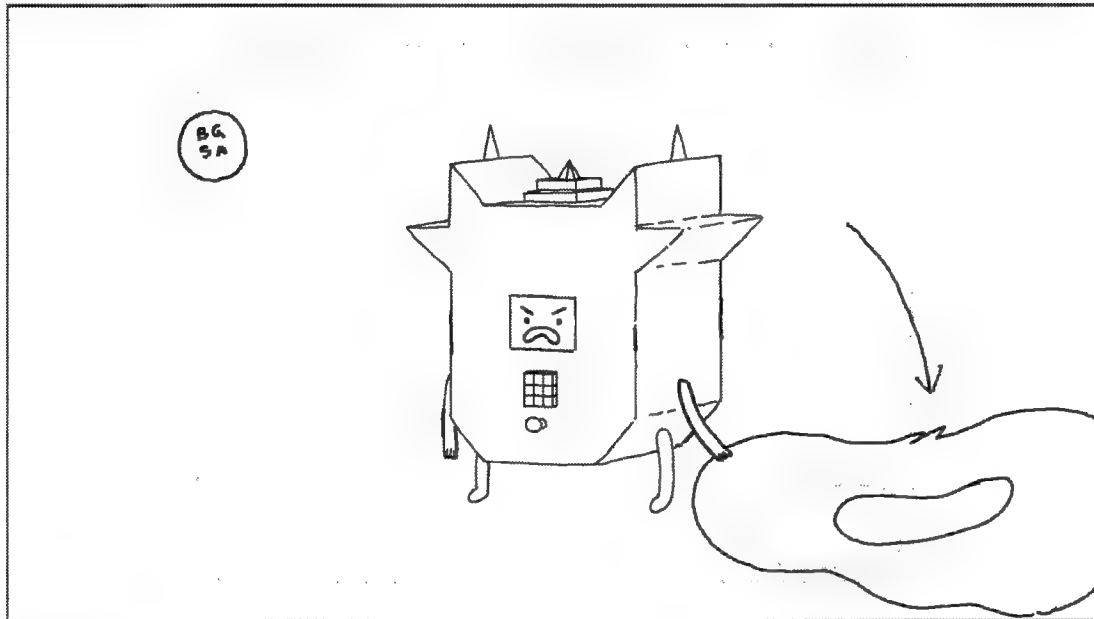
Page 135

Sc. 112

Pnl. G

Bg.

day night

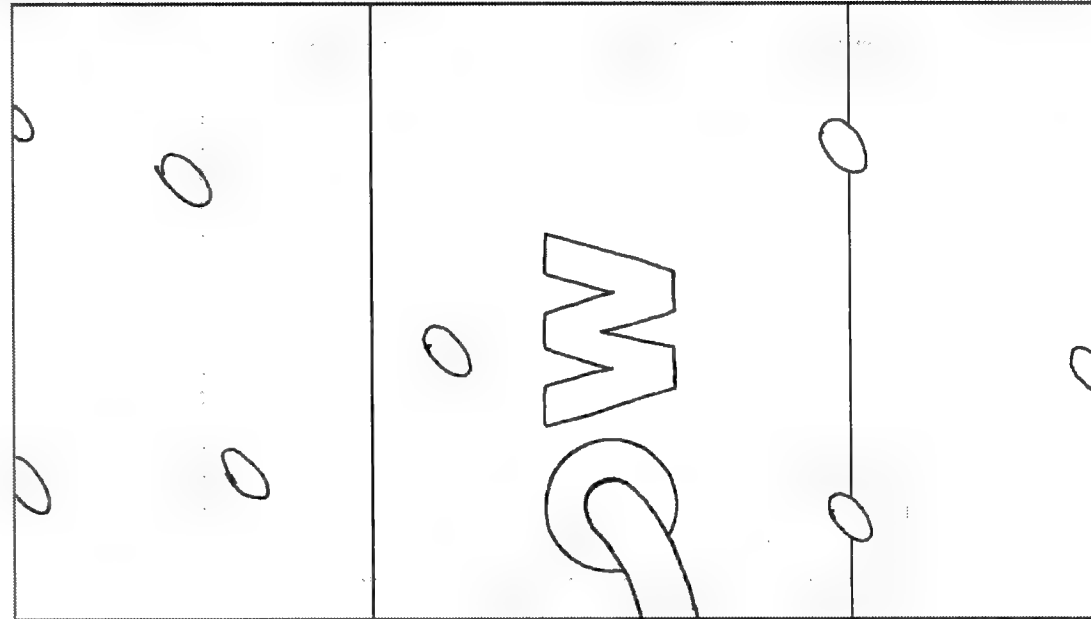


Sc. 113

Pnl. A

Bg.

day night



Dialog:

A MOE'S DEAD !

Action:

Timing:

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



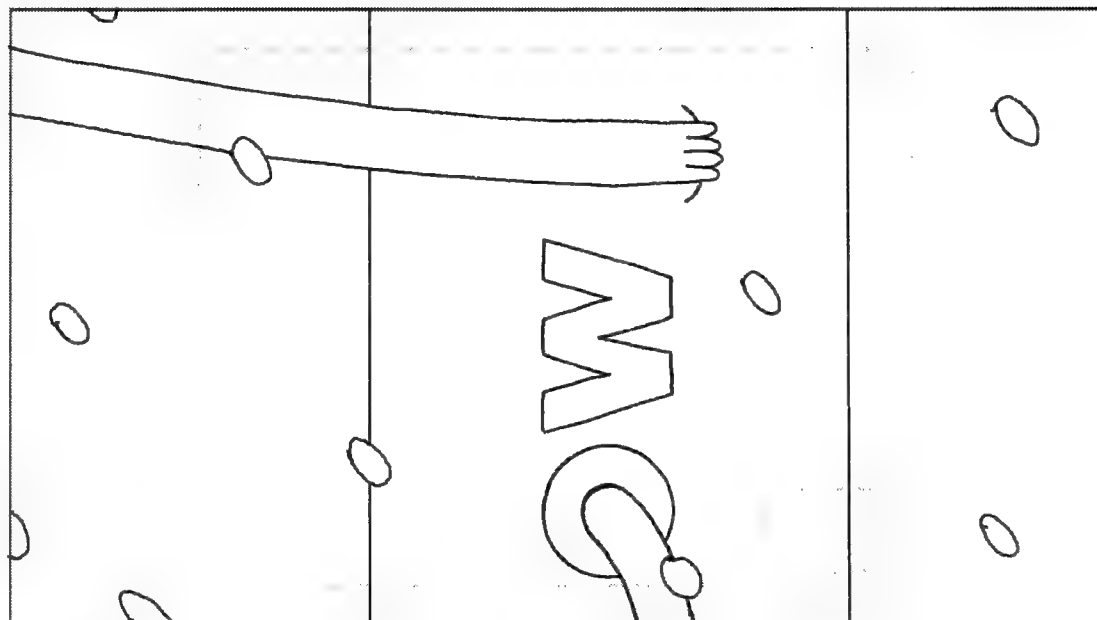
Page 130

Sc. 113

Pnl. B

Bg.

day night

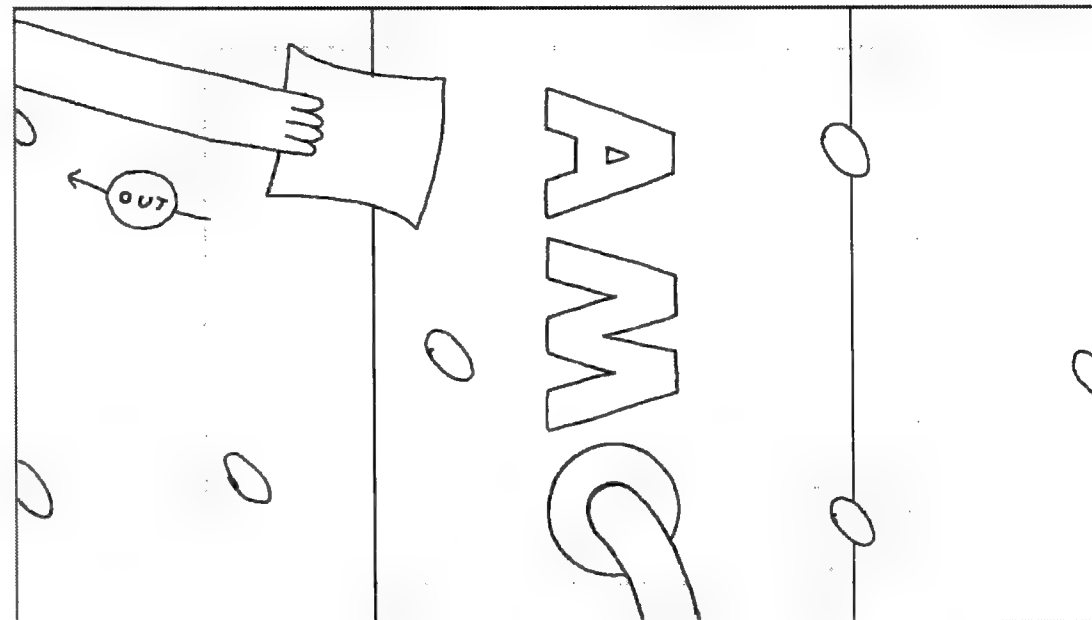


Sc. 113

Pnl. C

Bg.

day night



Dialog:

SFX / RIP!

Action:

Timing:

HOLY SHIT. IT'S AMO.

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



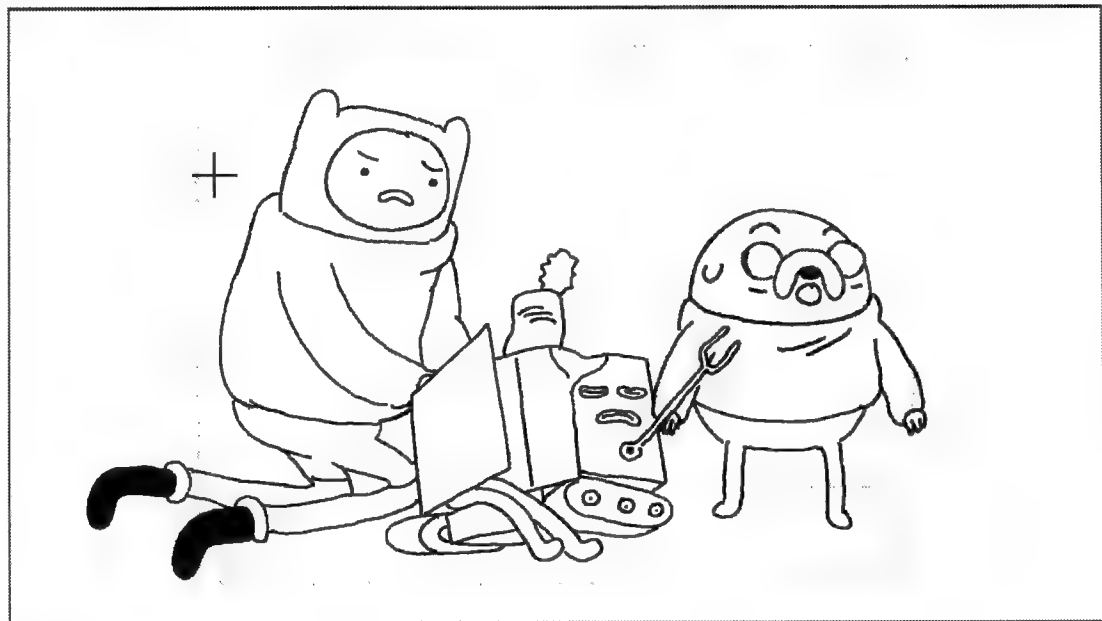
Page 137

Sc. 114

Pnl. A

Bg.

day night



Sc. 115

Pnl. B

Bg.

day night



Dialog:

ⓕ yyy AHHmm MO.?

ⓐ

YOU DON'T  
LOVE ME!!!!

Action:



Timing:

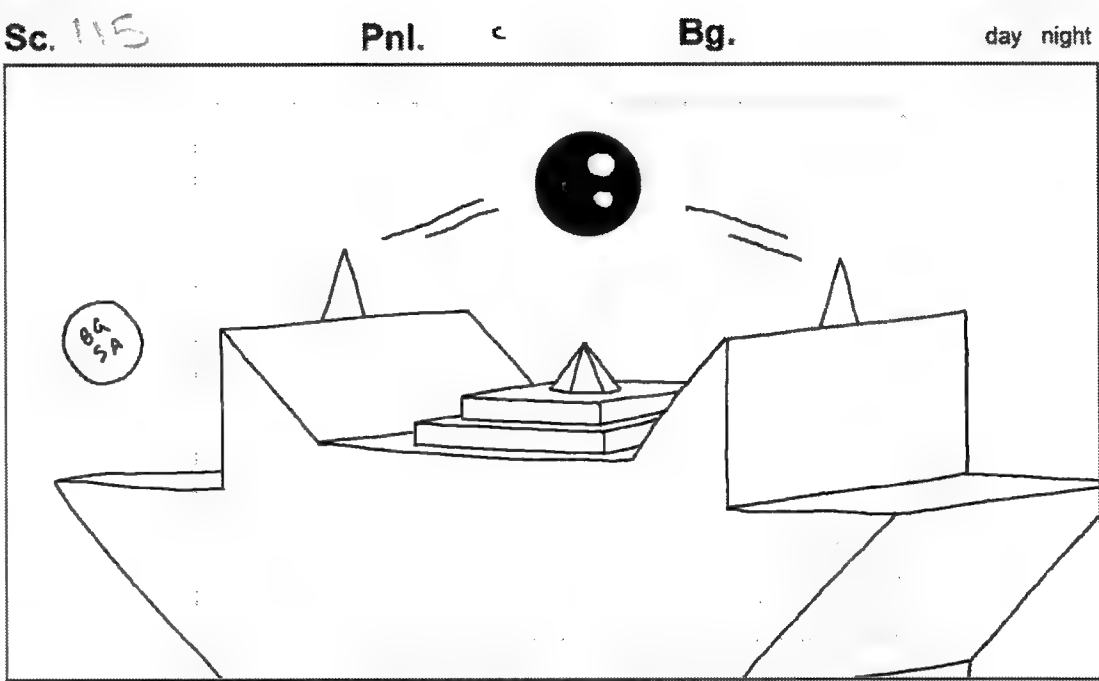
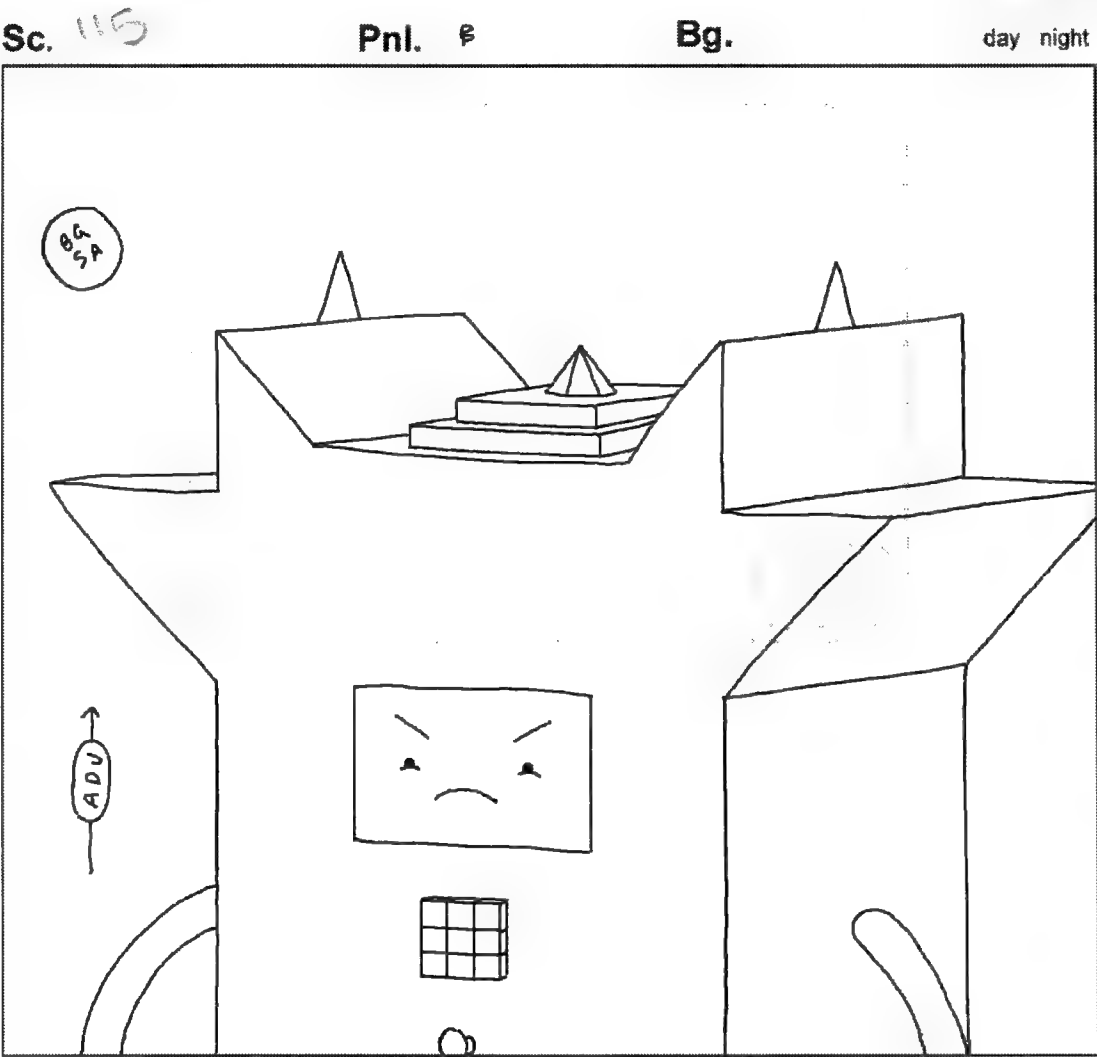
1034-228

EPISODE #

Production :

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# ADVENTURE TIME



Dialog:

SFX / 2 O P !

Action:

Timing:

EPISODE # 1034-228

Production :

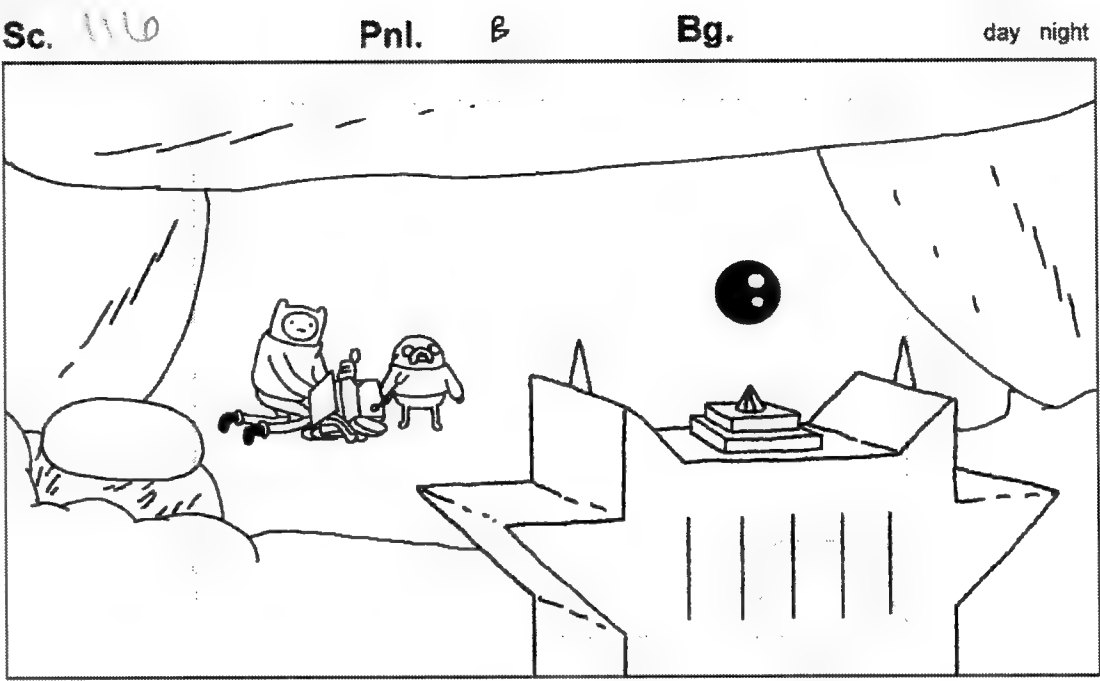
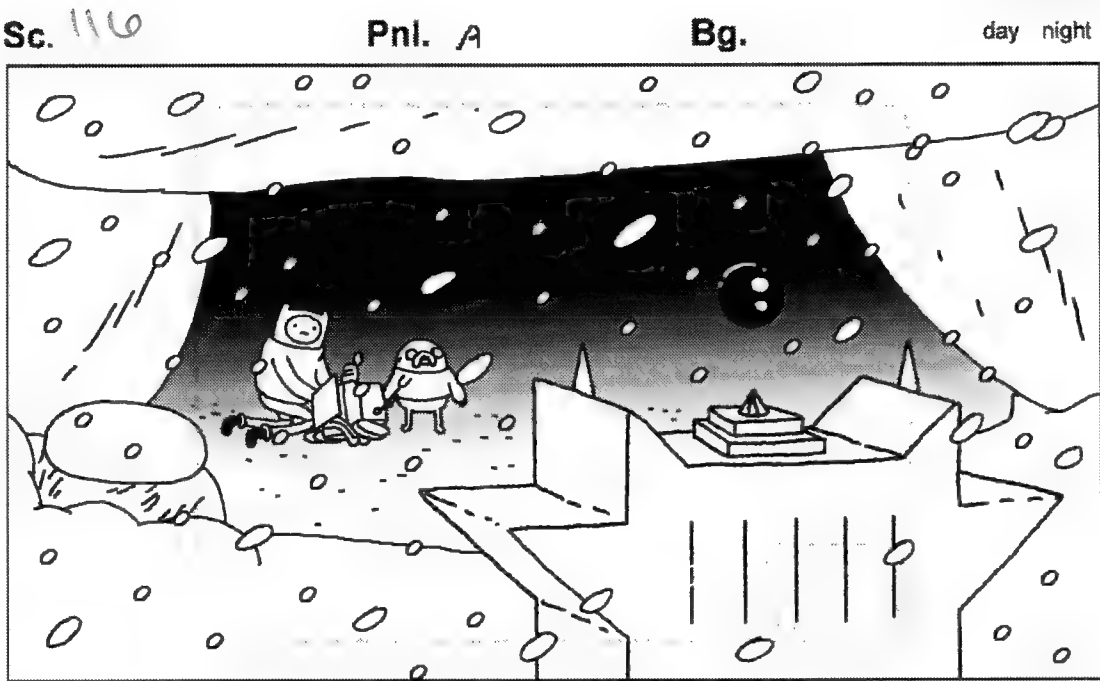


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# ADVENTURE TIME



Page 139



Dialog:

Action:

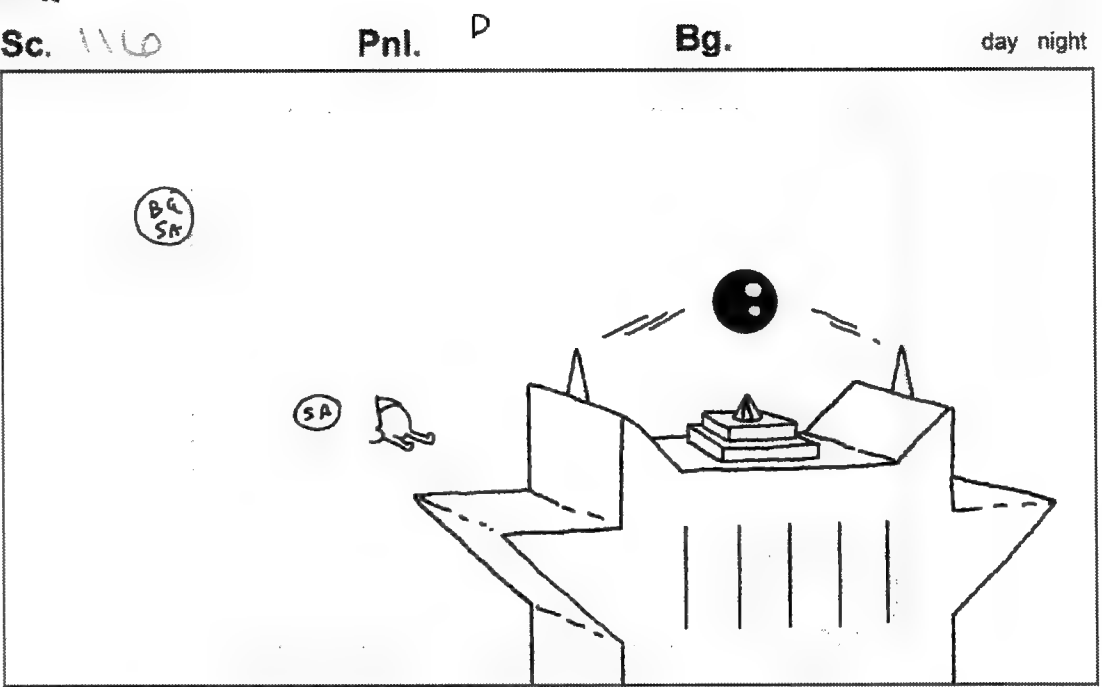
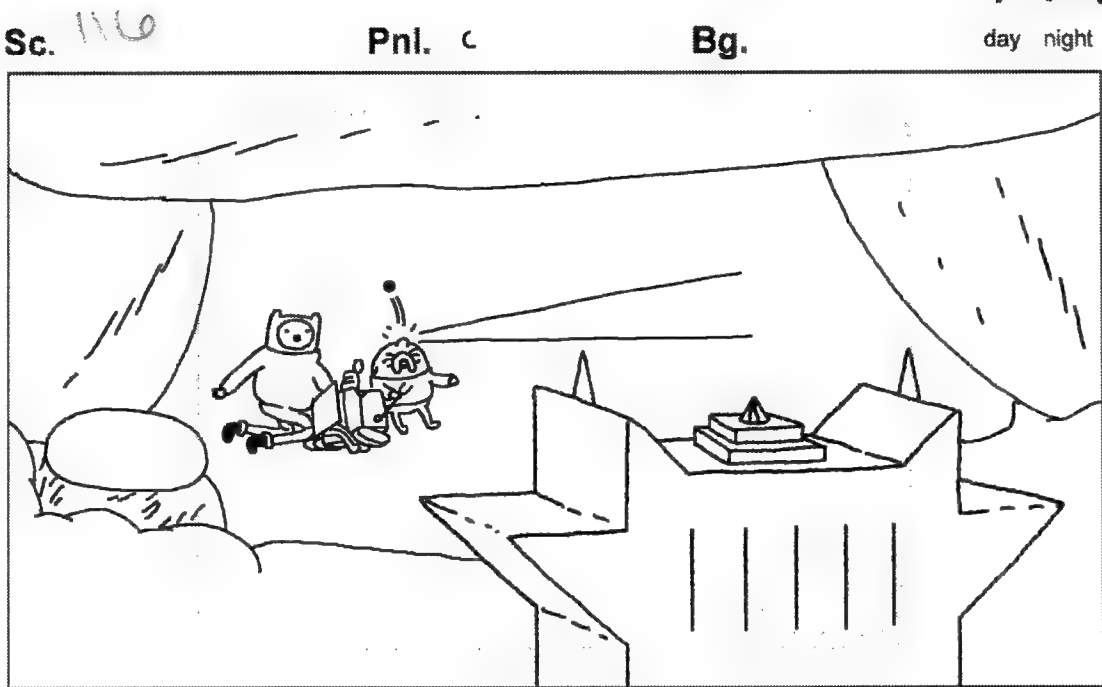
Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME



Dialog:

(SFX) PSHOW!  
THWAP.

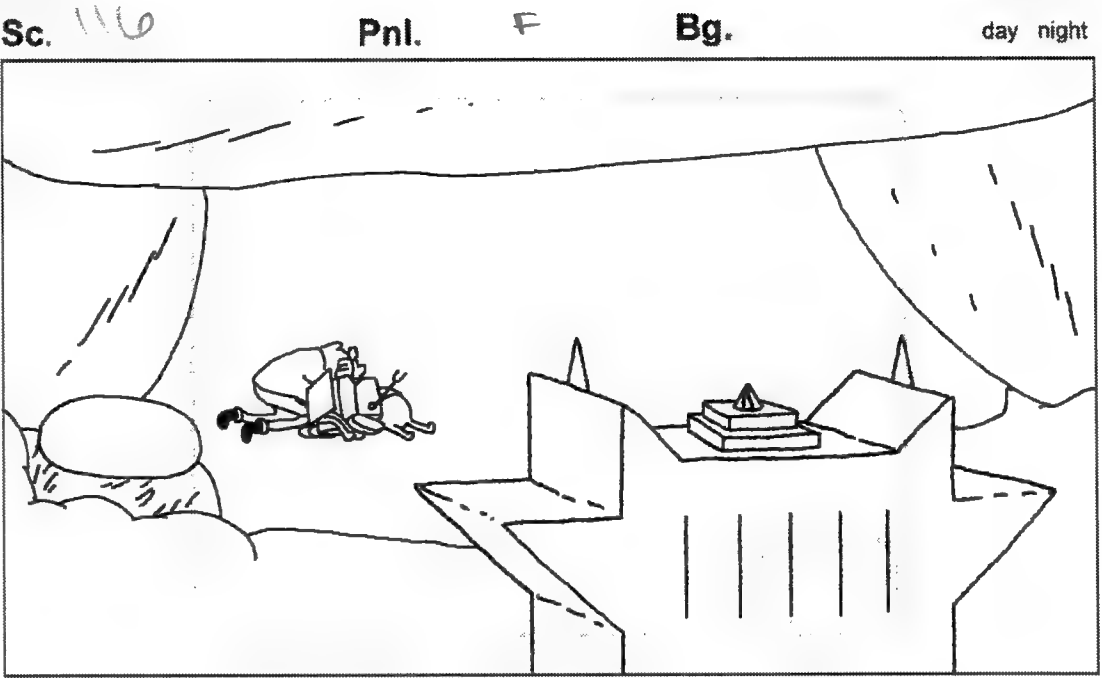
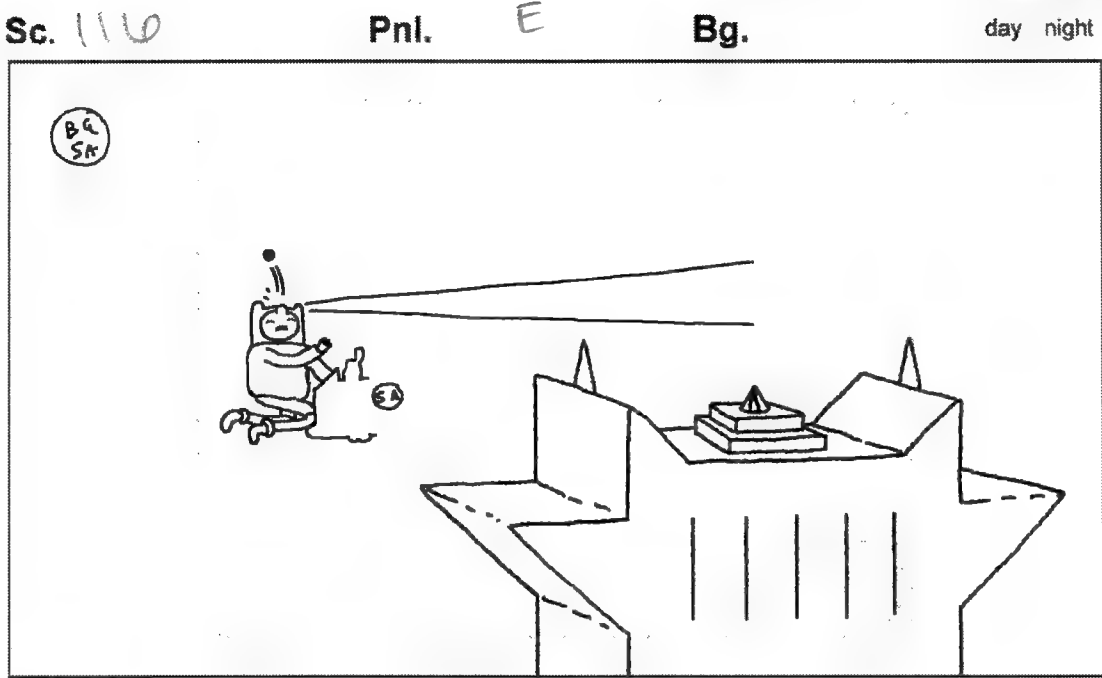
Action:

Timing:

SFX NOTE. THE BALL NOISES  
"ZOP" & "PSHOW" SHOULD  
BE DISTINCT & MEMORABLE.

EPISODE # 1034-228  
Production :

ADVENTURE TIME



Dialog:

(SFX) ≡ PSHOW! ≡  
≡ THWAP. ≡

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME



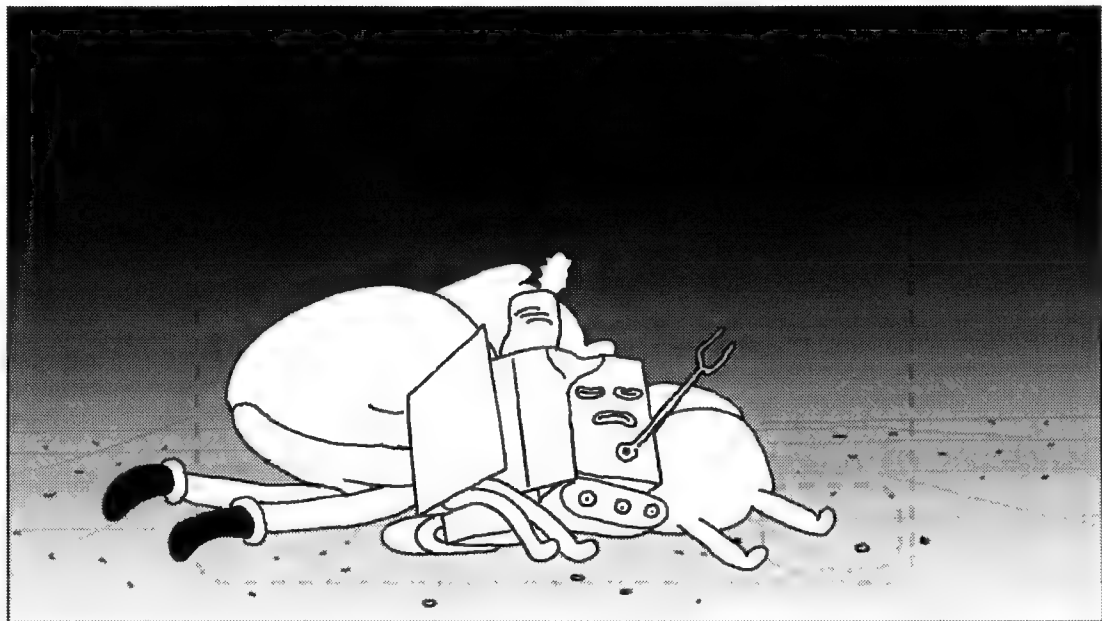
Page 142

Sc. 117

Pnl. A

Bg.

day night

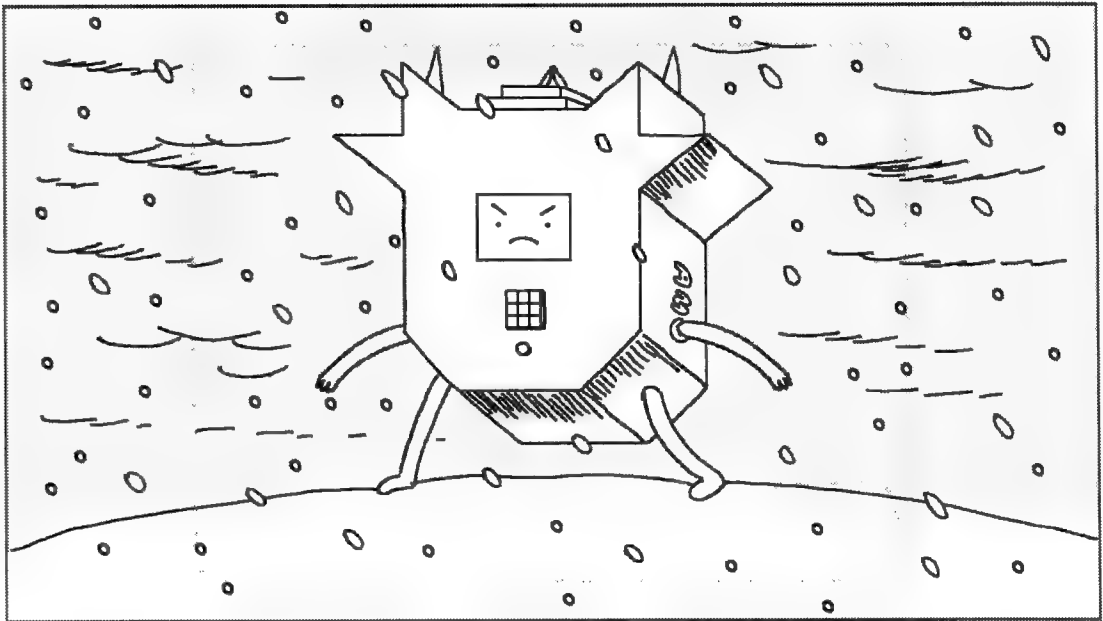


Sc. 118

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

OH MY GOD.

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



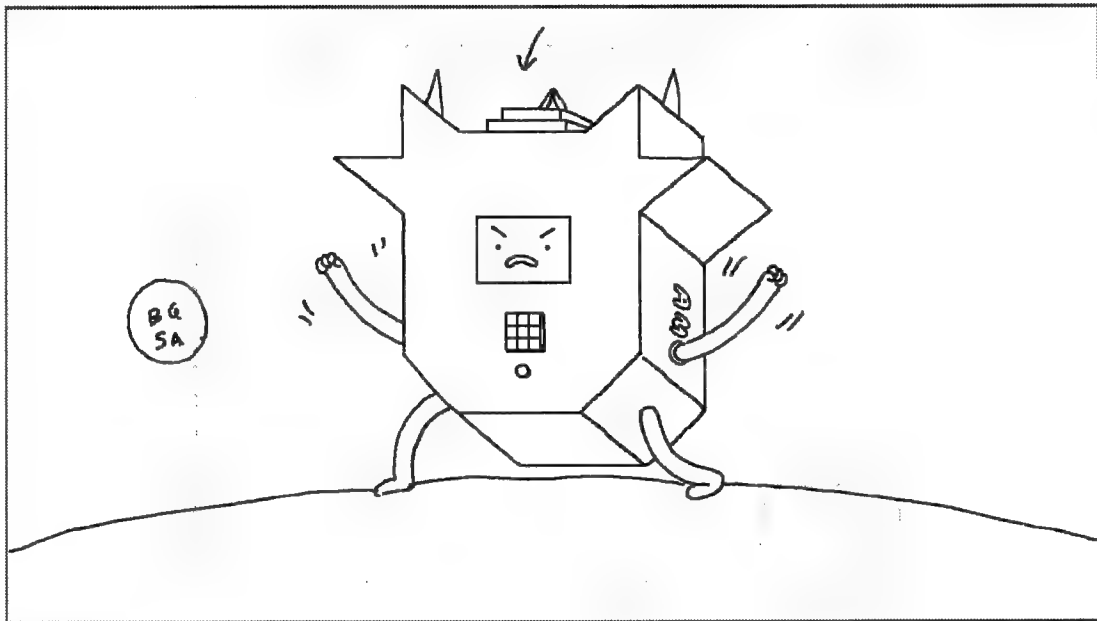
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Sc. 118

Pnl. B

Bg.

day night

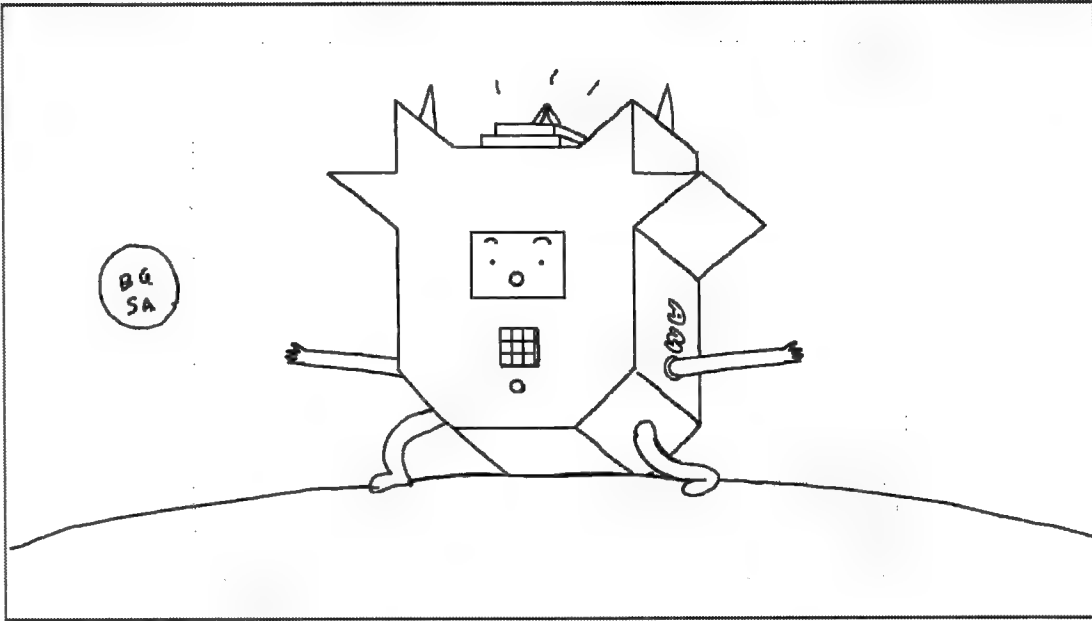


Sc. 118

Pnl. C

Bg.

day night



Dialog:

A/ WAKE UP AND  
LOVE ME !!

B/COS AMO !!!

Action:

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

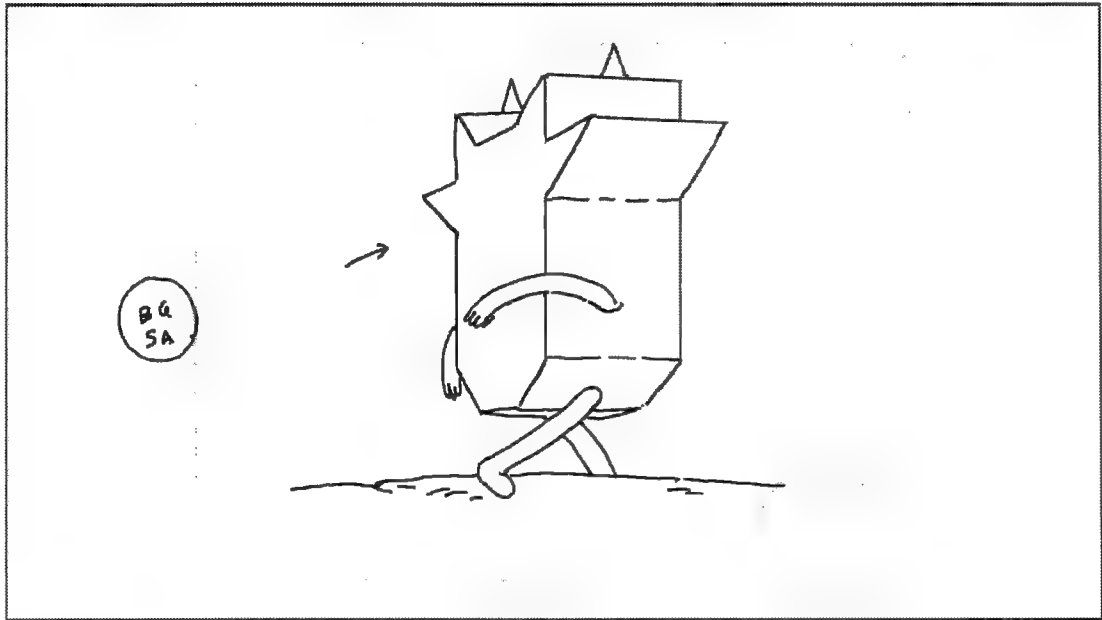


Sc. 118

Pnl. D

Bg.

day night

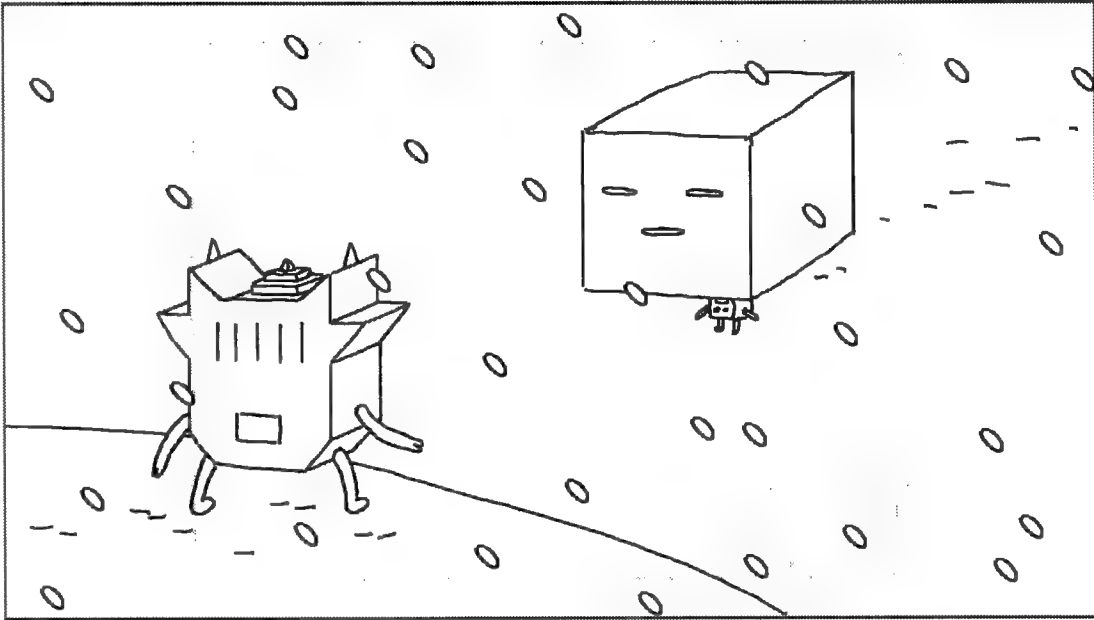


Sc. 119

Pnl. A

Bg.

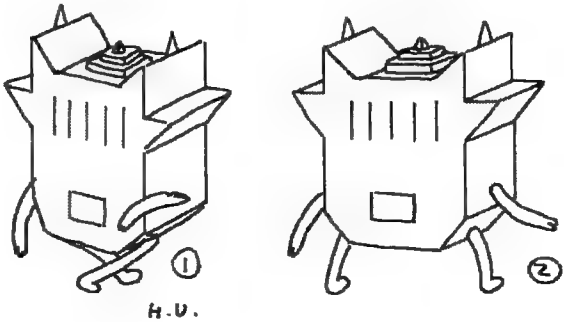
day night



Dialog:

Action:

Timing:



EPISODE # 1034-228

Production :

# ADVENTURE TIME



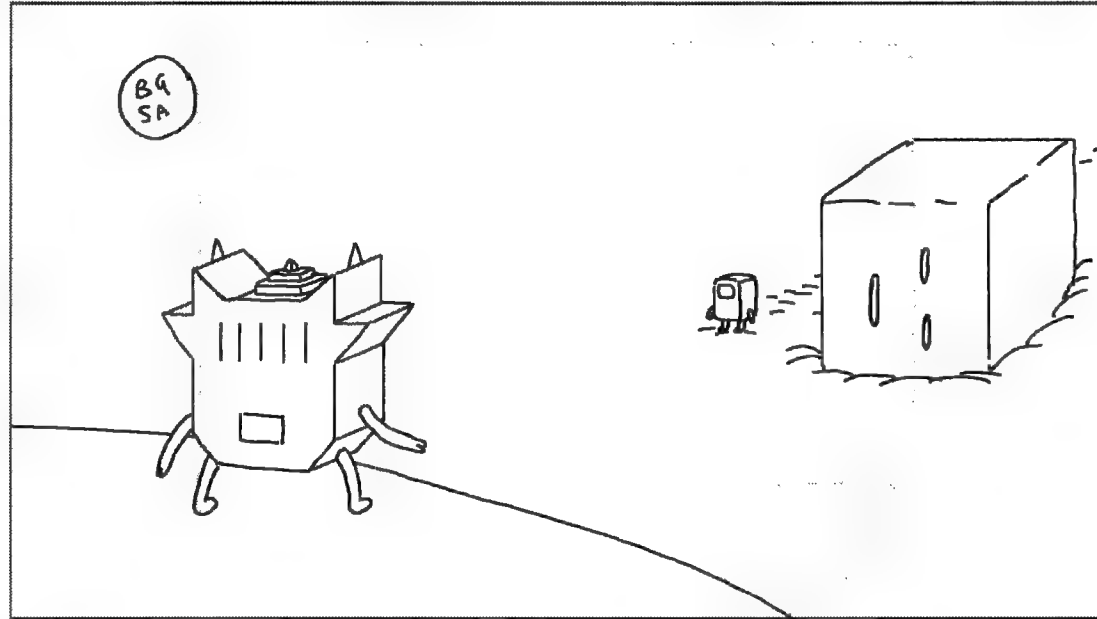
Page 145

Sc. 119

Pnl. β

Bg.

day night

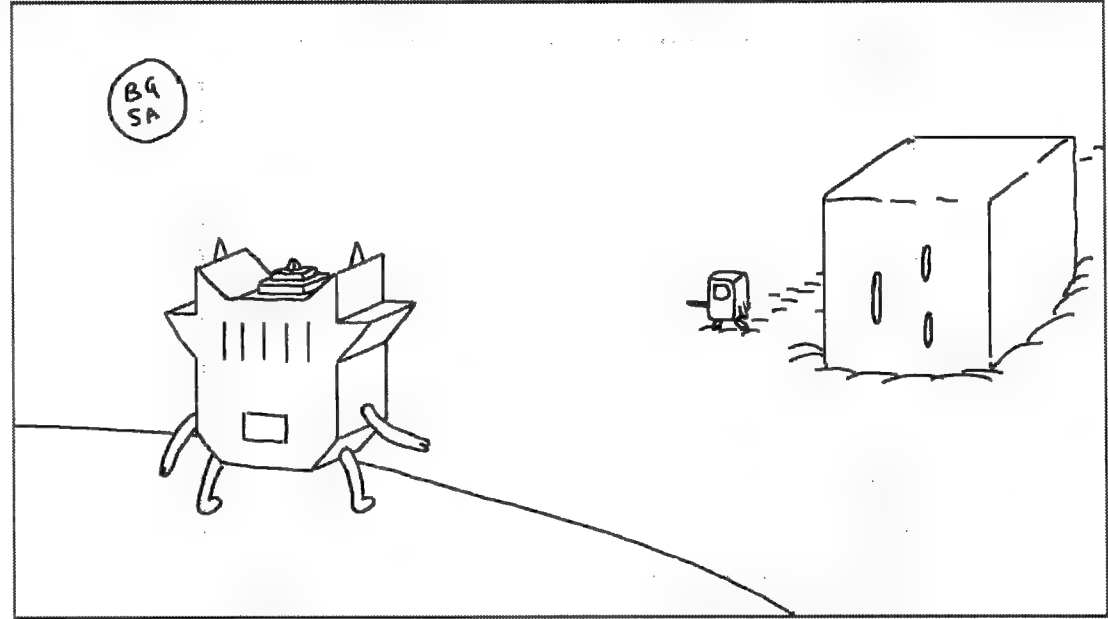


Sc. 119

Pnl. c

Bg.

day night



Dialog:

(SFX) WHAM

(BMO) IMPOSTER !!!

Action:

Timing:

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



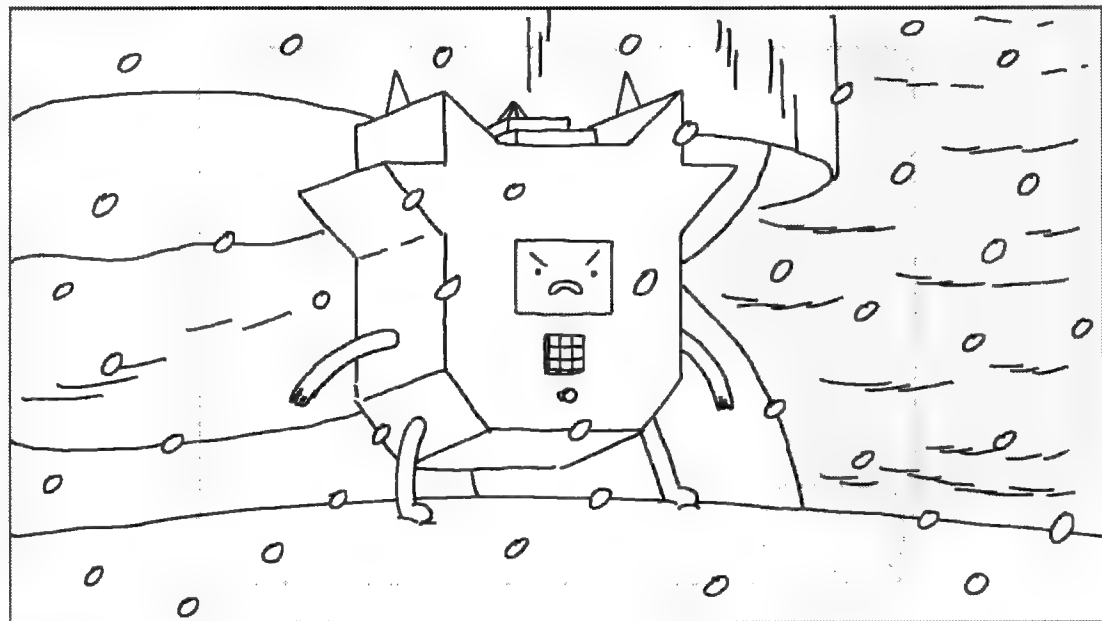
Page 146

Sc. 120

Pnl. A

Bg.

day night

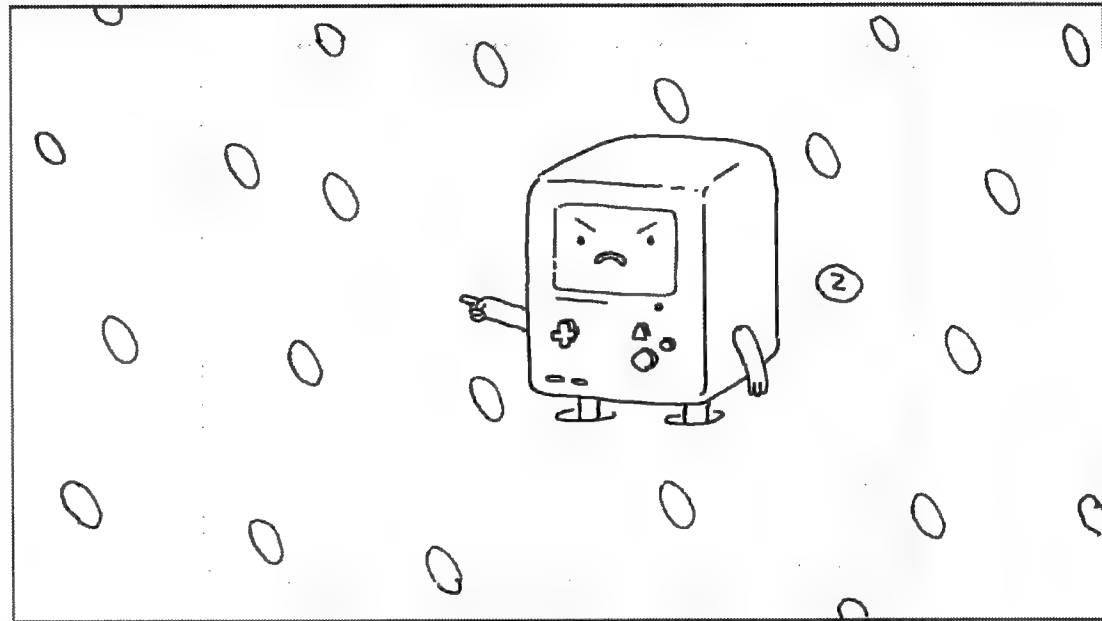


Sc. 121

Pnl. A

Bg.

day night



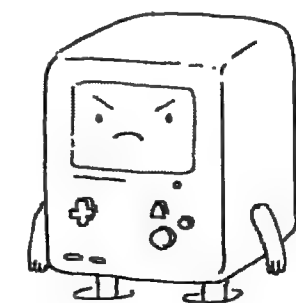
Dialog:

Ⓐ OH HELLO, BMO. I'M YOUR  
CUTE SIBLING AMO.

Ⓑ I KNOW WHO YOU ARE, AMO.

Action:

Timing:



EPISODE # 1034-228

Production :



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# ADVENTURE TIME



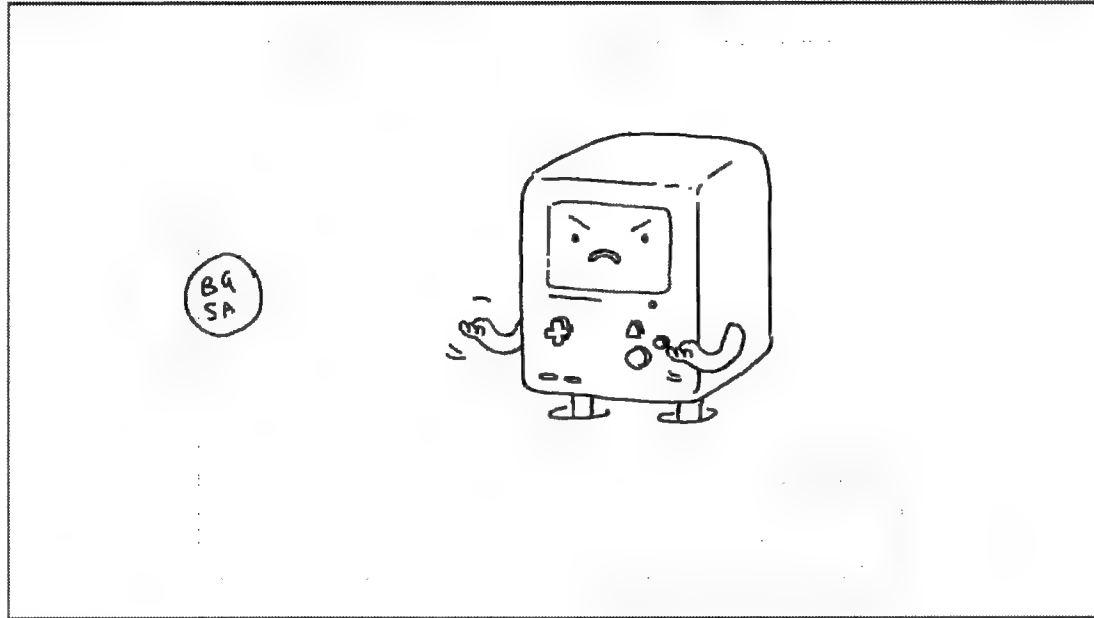
Page 147

Sc. 121

Pnl. B

Bg.

day night

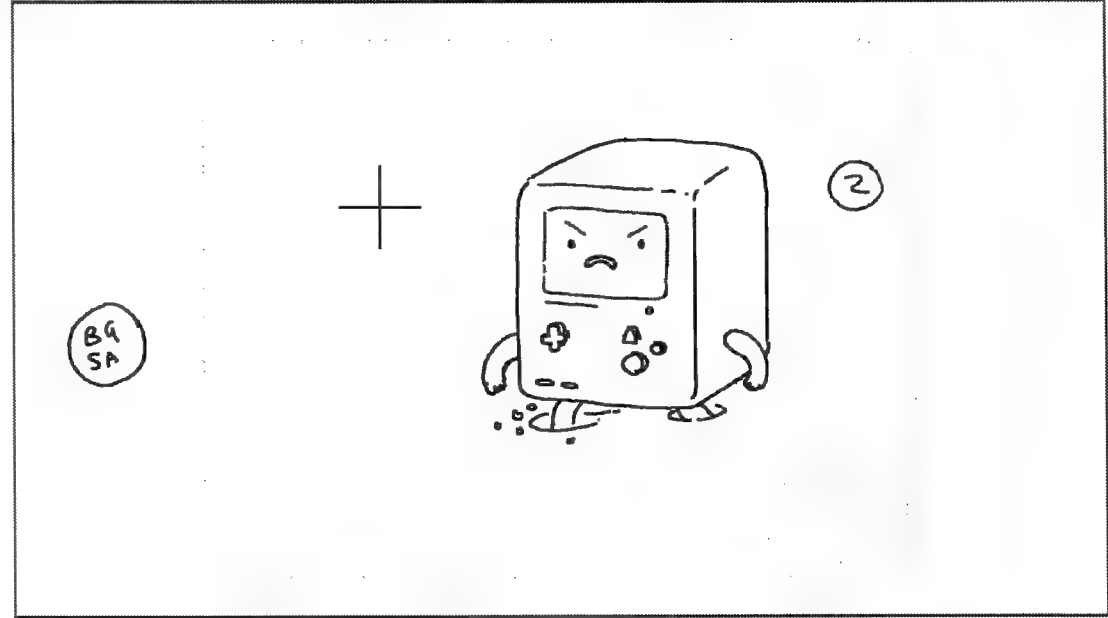


Sc. 121

Pnl. C

Bg.

day night



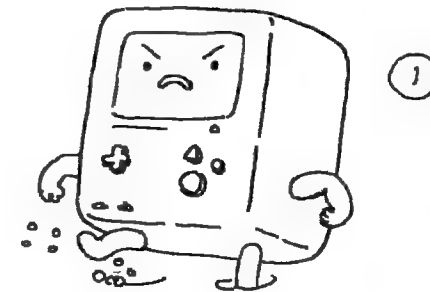
Dialog:

@ I KNOW ABOUT YOU AND YOUR  
DIRTY HANDS.

@ WHERE ARE FINN & JAKE!?!?

Action:

SHAKES LITTLE HANDS



Timing:

1034-228

EPISODE #

Production :

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# ADVENTURE TIME



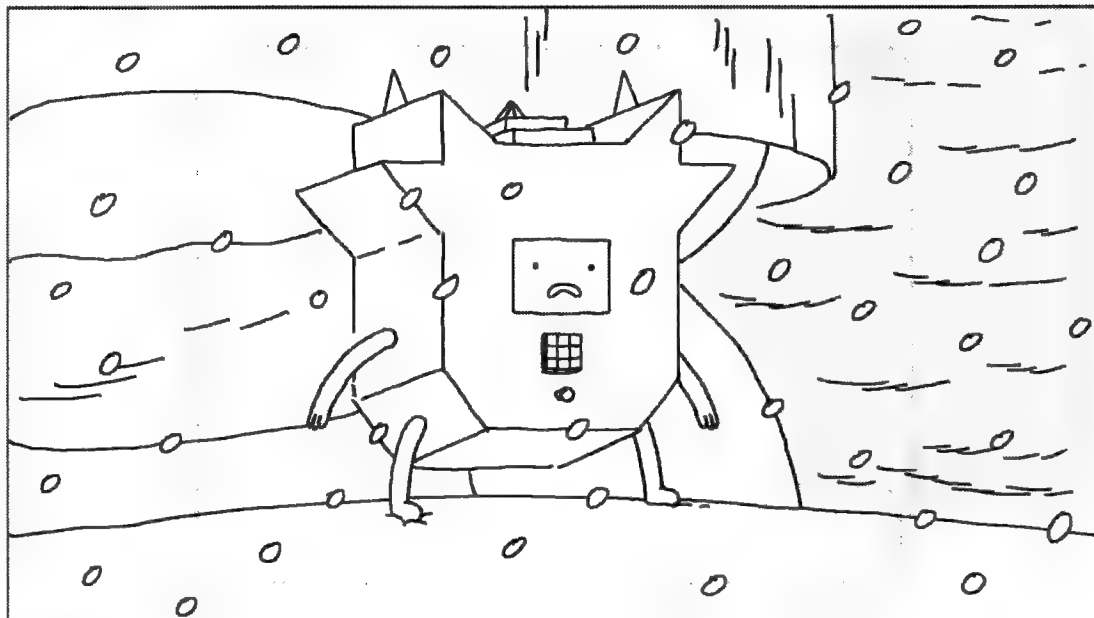
Page 148

Sc. 122

Pnl. A

Bg.

day night

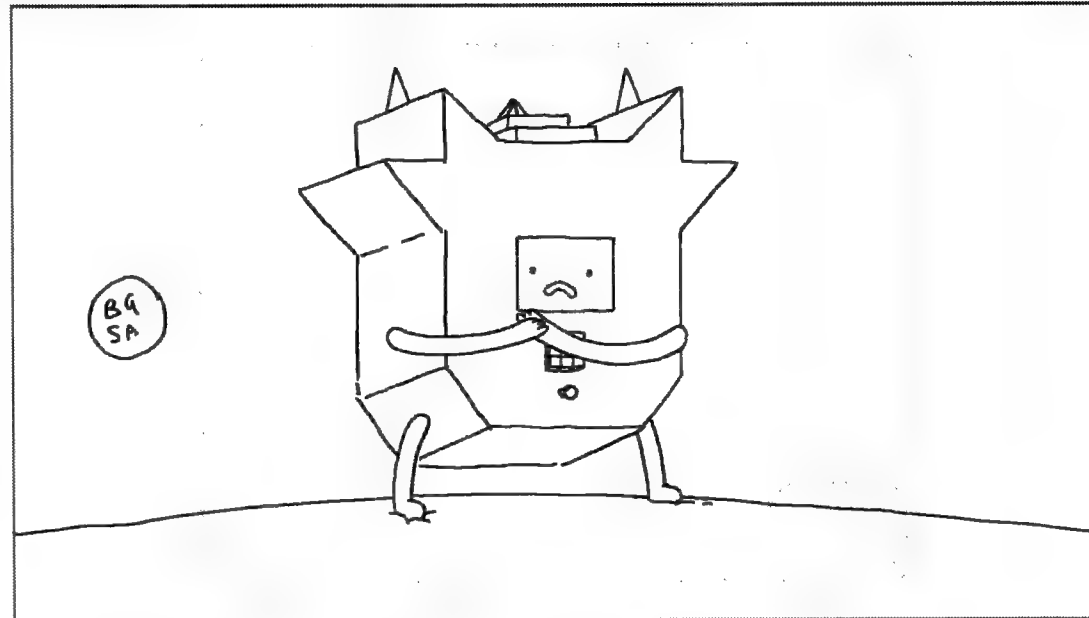


Sc. 122

Pnl. B

Bg.

day night



Dialog:

A UH... I THINK FINN &  
JAKE WENT SOMEWHERE  
TO BUY ME A GIFT

BMO, YOU LOVE ME, DO  
YOU WANT TO GIVE ME  
SOMETHING?

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME



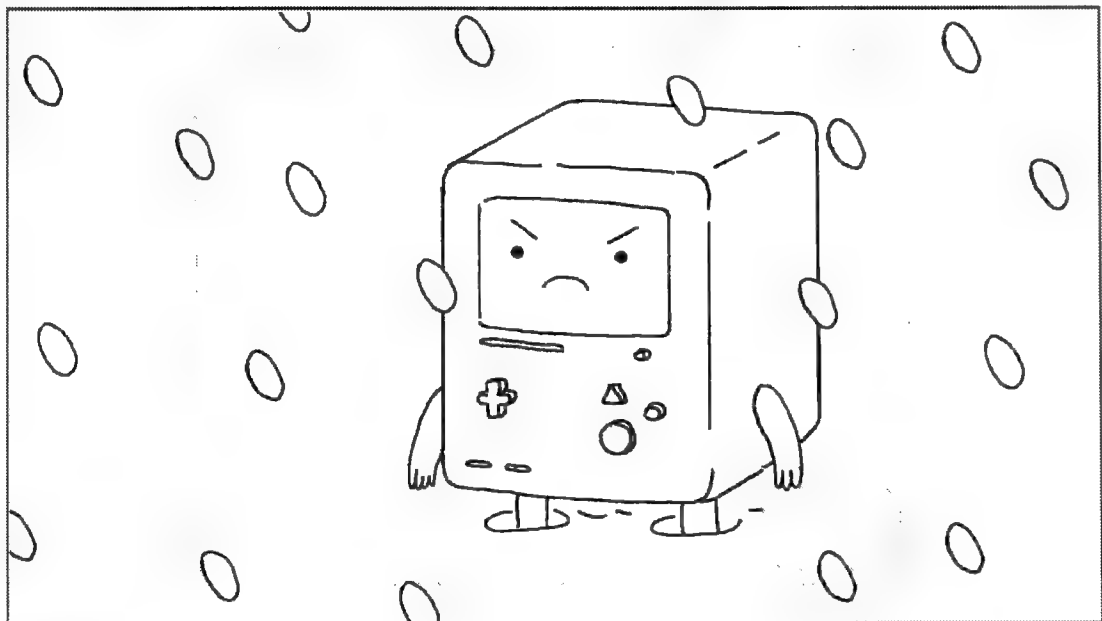
Page 149

Sc. 123

Pnl. A

Bg.

day night

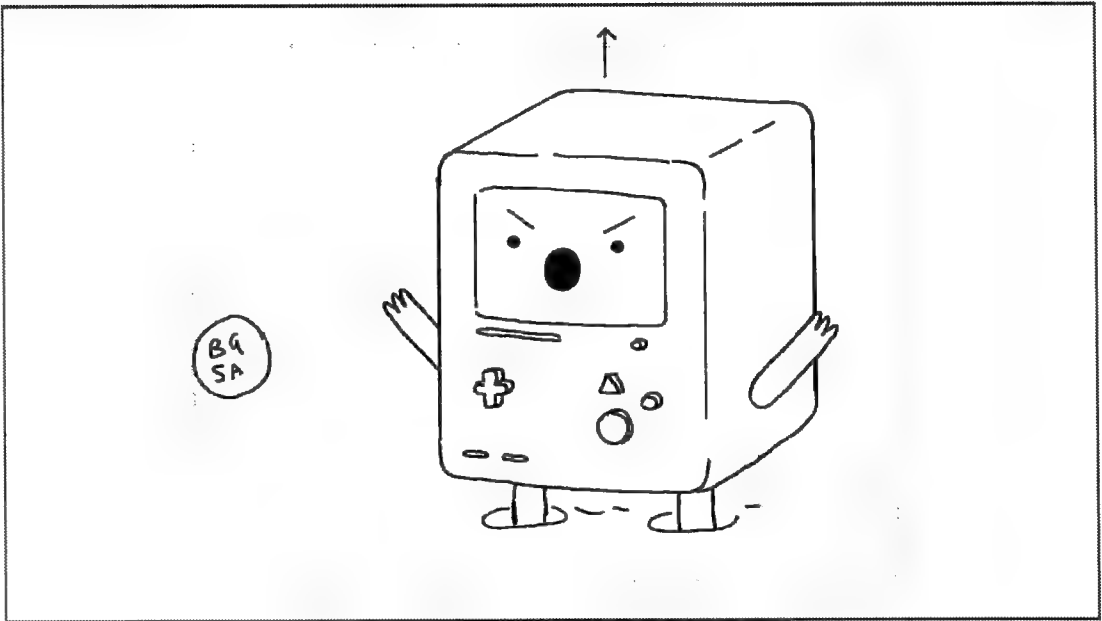


Sc. 123

Pnl. B

Bg.

day night



Dialog:

(B) NO!

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

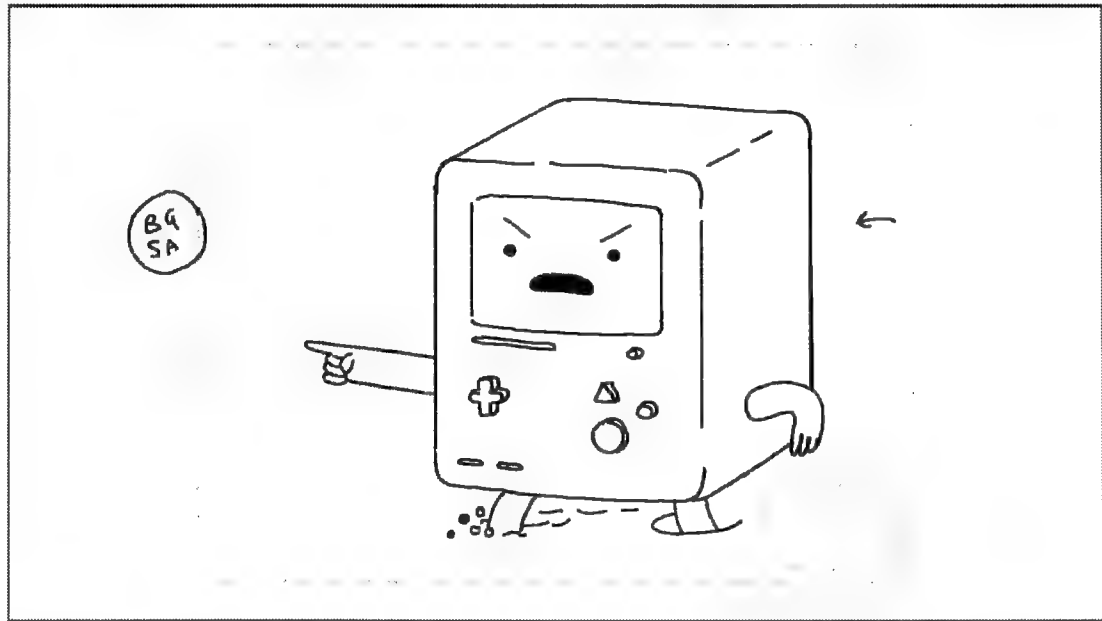


Sc. 123

Pnl. C

Bg.

day night

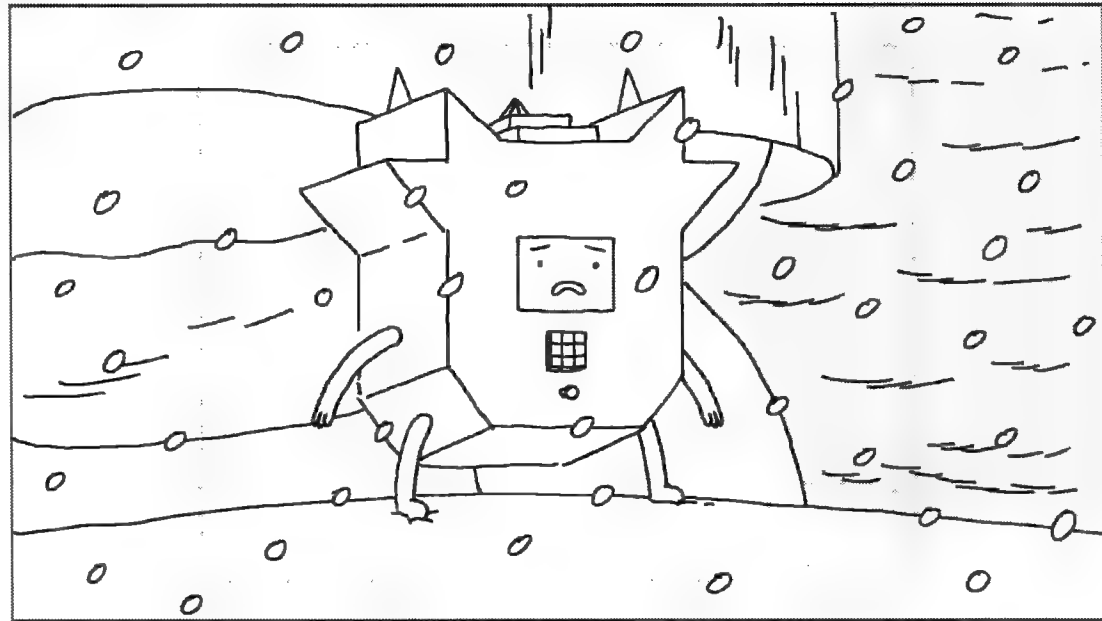


Sc. 124

Pnl. A

Bg.

day night



Dialog:	(B) TELL ME WHAT YOU DID WITH FINN AND UAKE AND <u>OUR POOP.</u>
Action:	
Timing:	

1034-228  
EPISODE #  
Production :

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ADVENTURE TIME

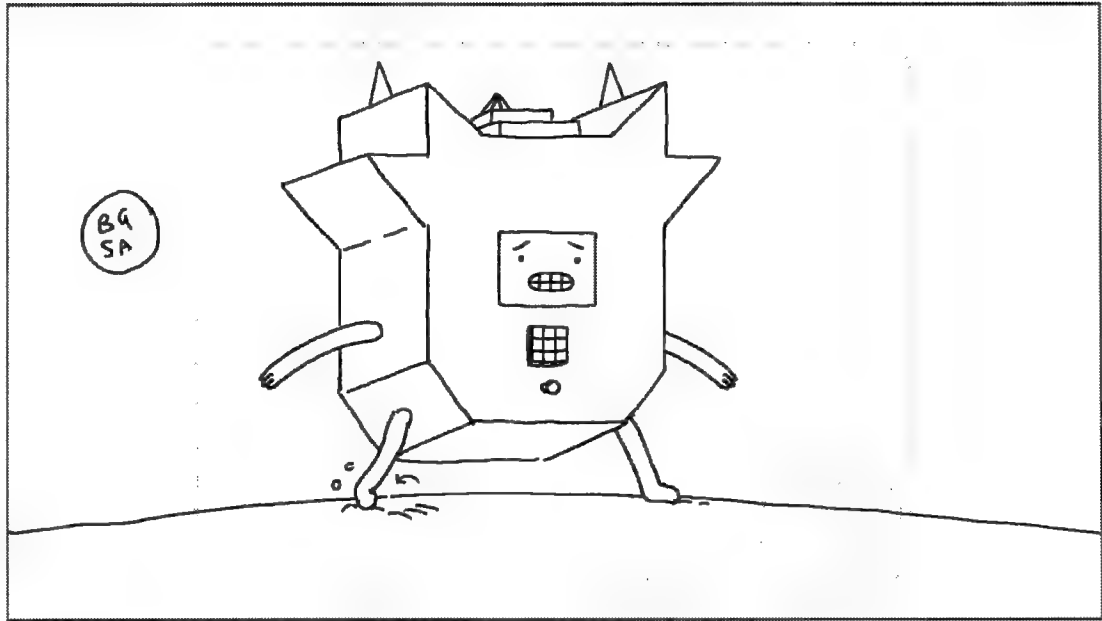


Sc. 124

Pnl. B

Bg.

day night

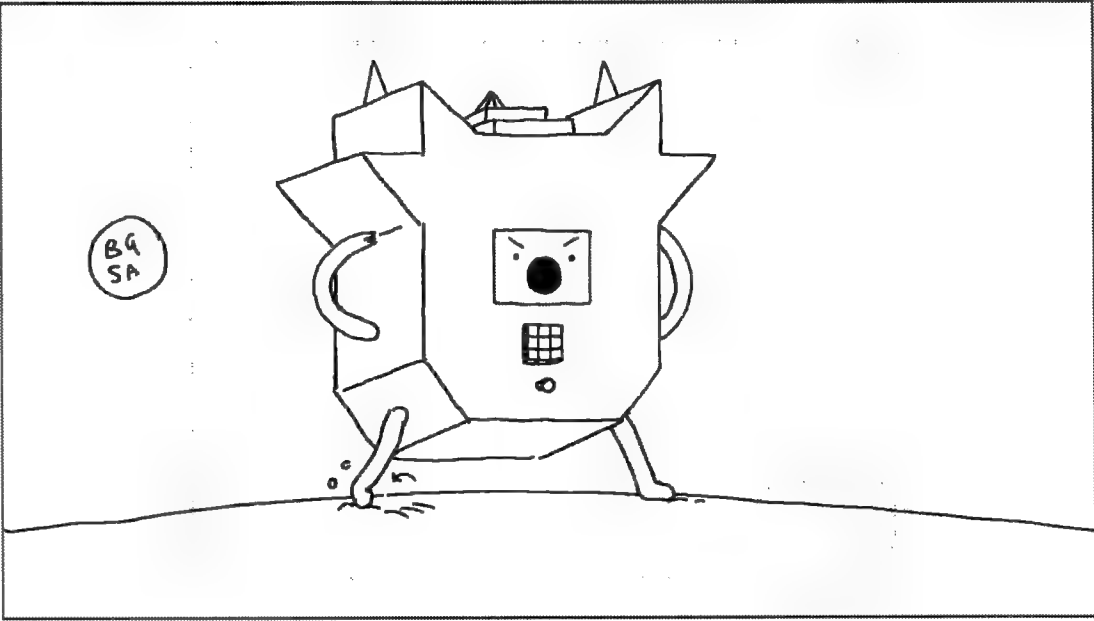


Sc. 124

Pnl. C

Bg.

day night



Dialog:

Ⓐ ! ! ! !

Ⓐ A A I E E E ! ! ! !

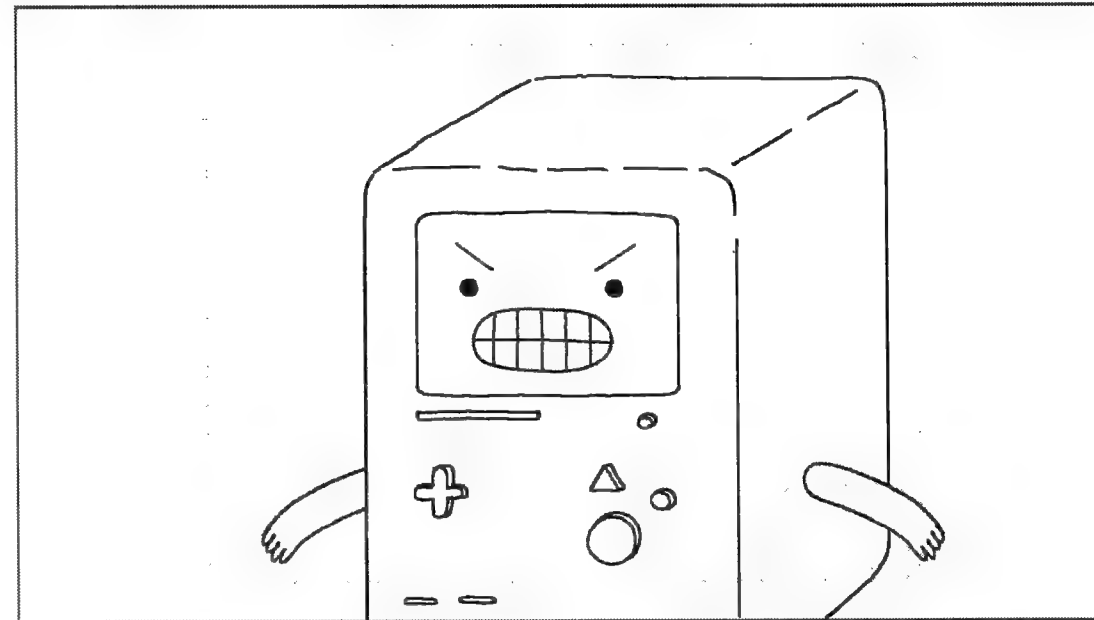
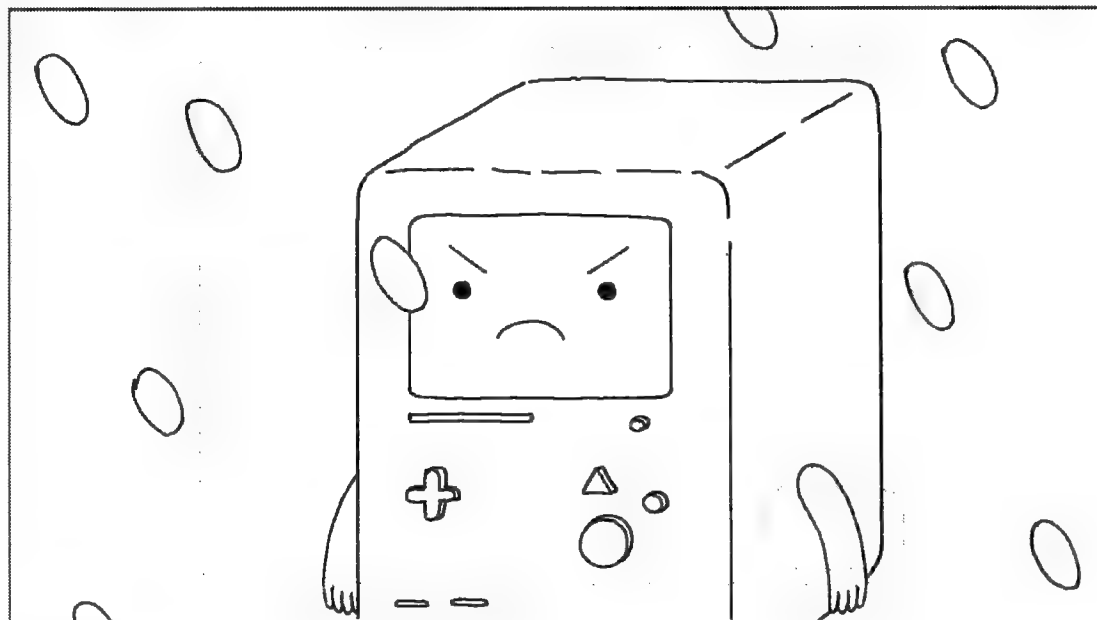
Action:

Timing:

EPISODE # 1034-228  
Production :

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day night



ⓑ R R R R

**Timing:**

**Production :**

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ADVENTURE TIME

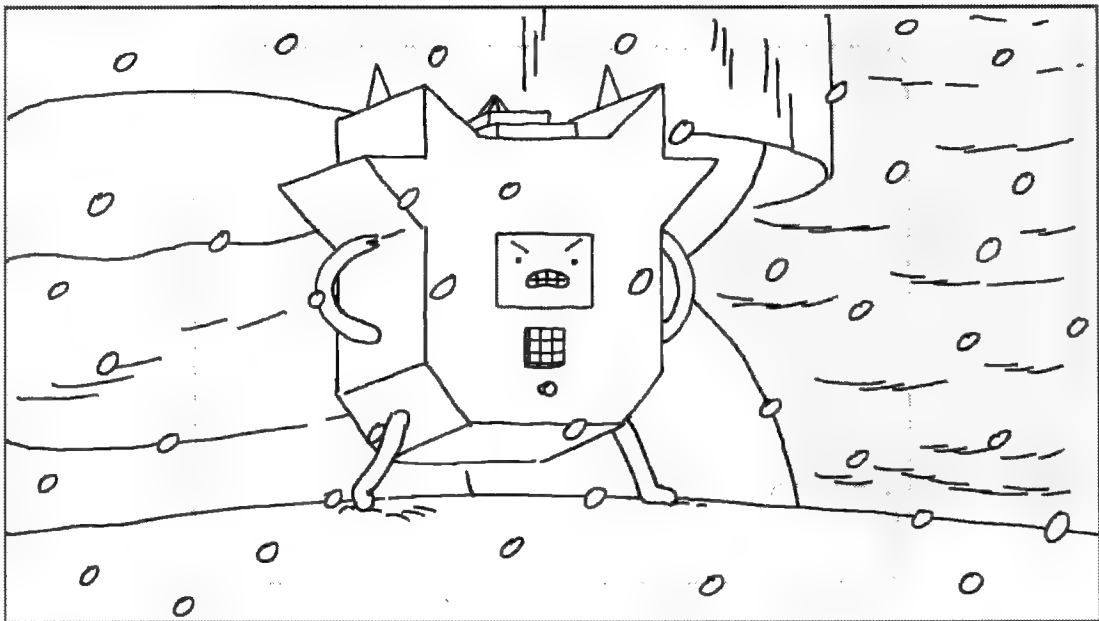


Sc. 126

Pnl. A

Bg.

day night

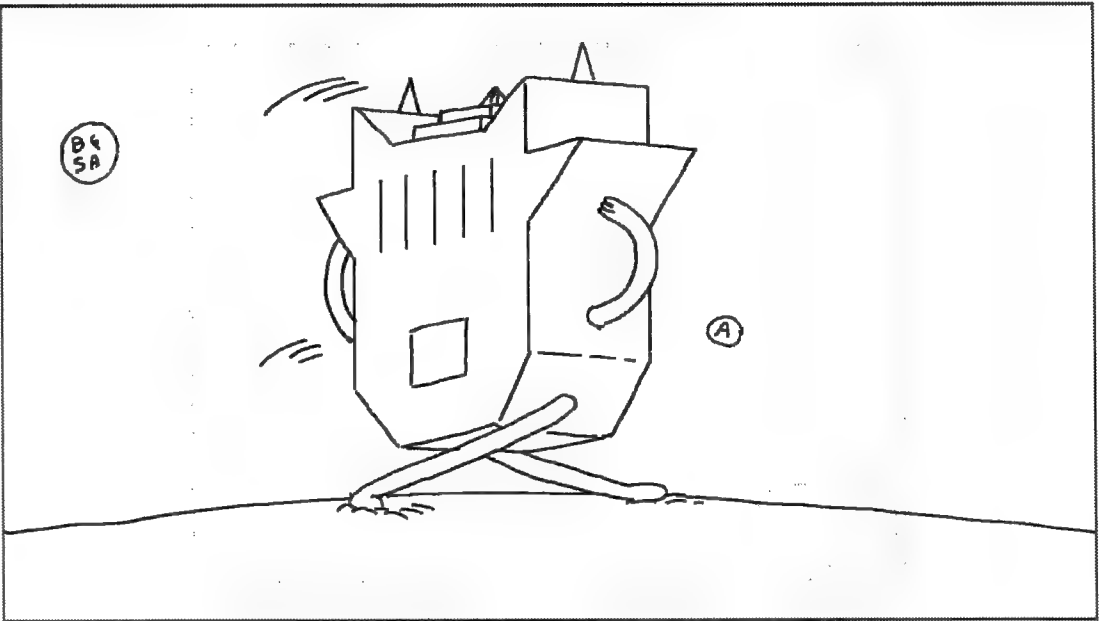


Sc. 126

Pnl. B

Bg.

day night



Dialog:

A / A A I E E E  
A B A B

Action:

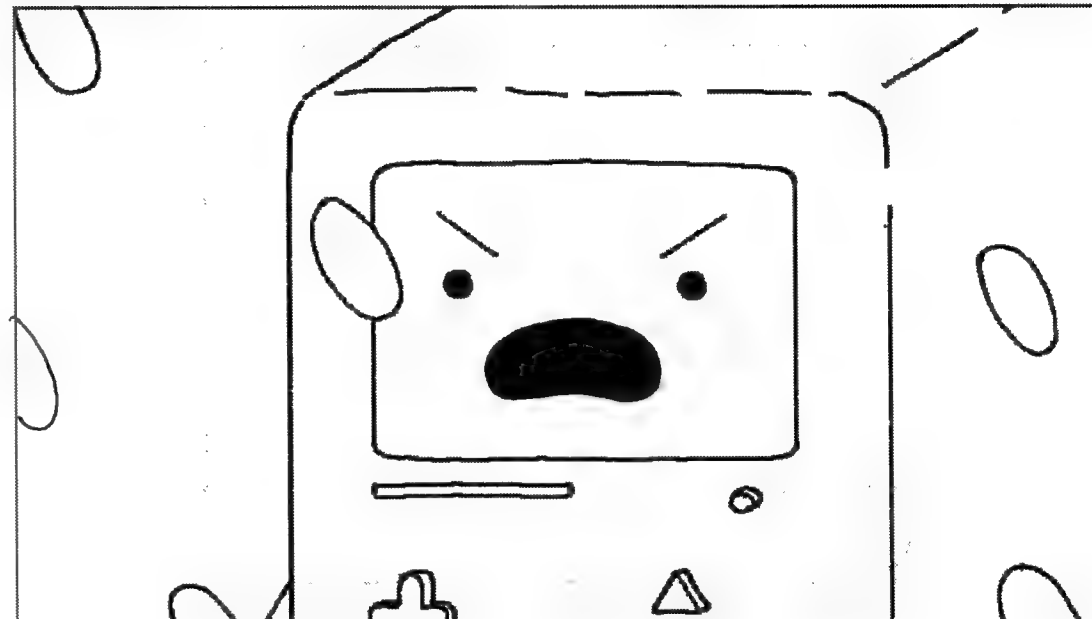
Timing:

EPISODE # 1034-228

Production :

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day night



- E E E E E E !!!

(A) (B) (A)

LOOK AT MY FACE!  
YOU GONE TOO FAR!

INTIMIDATING  
VOICE,

LIKE, AS DEEP  
AS NIKI CAN GO.

**Production :**

1034-228



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# ADVENTURE TIME



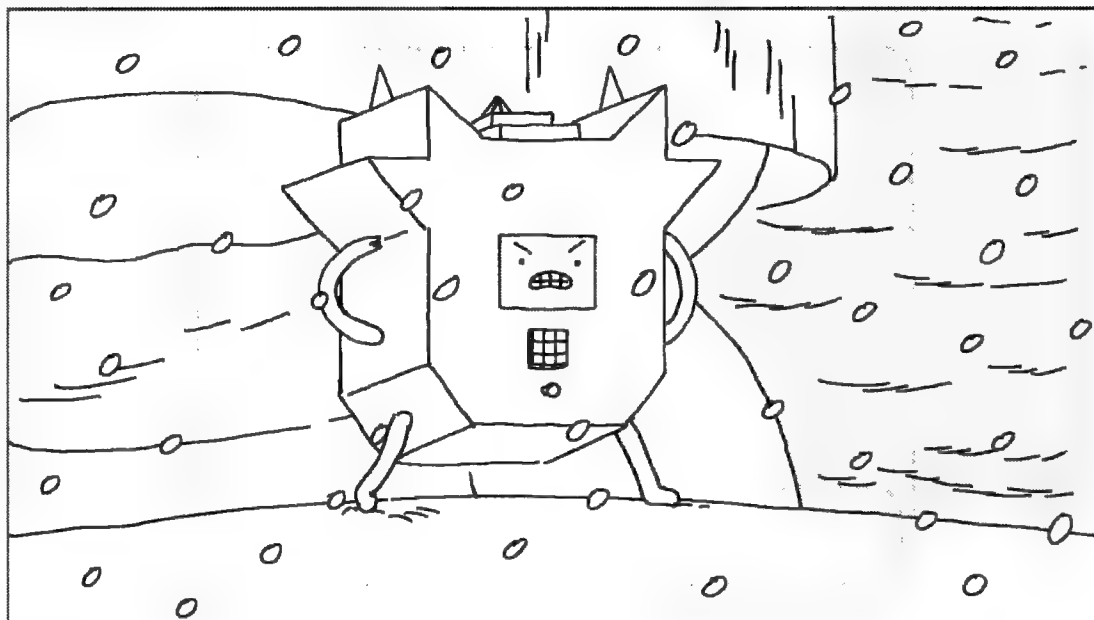
Page 155

Sc. 128

Pnl. A

Bg.

day night

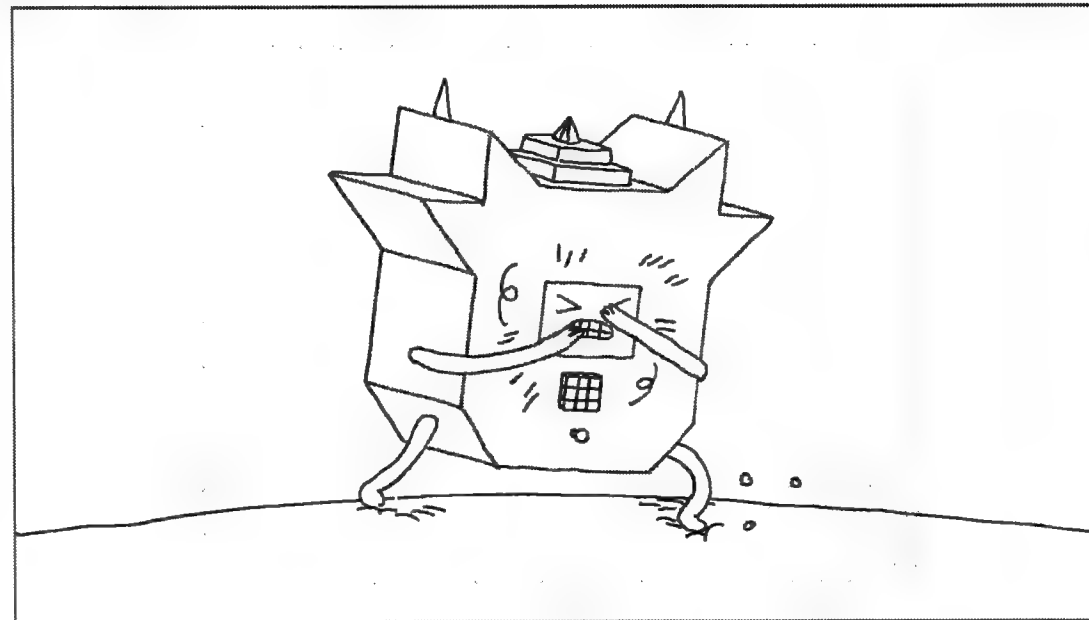


Sc. 128

Pnl. B

Bg.

day night



Dialog:

Action:

AMO START SLAPPING ITS FACE.  
WILD, LIKE CURLY.

Timing:

Production :

EPISODE #

1034-228

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# ADVENTURE TIME



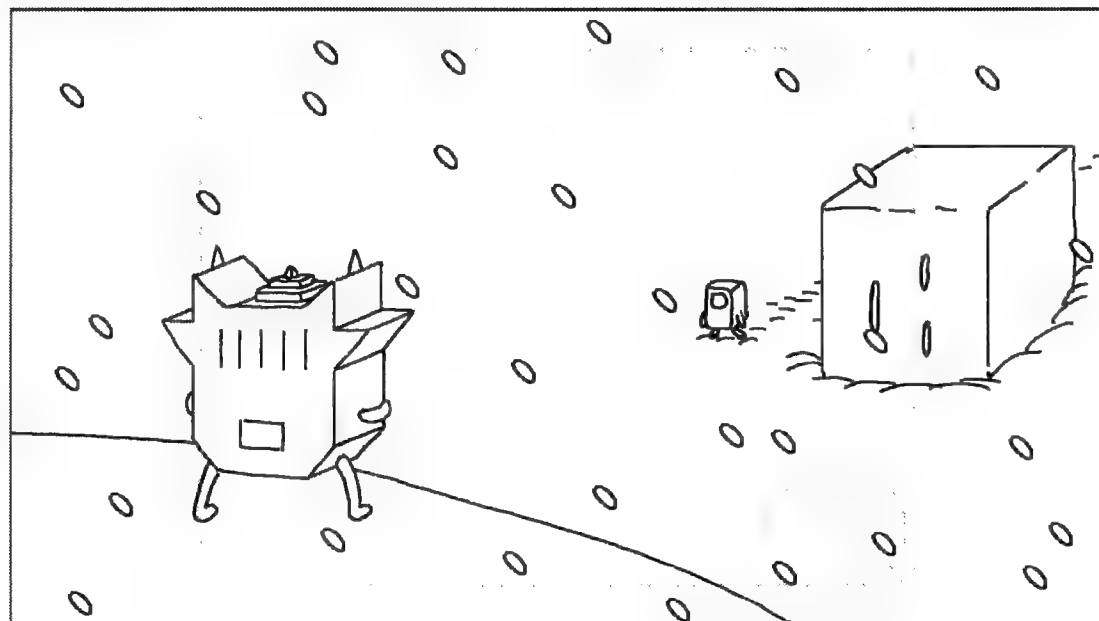
Page 1510

Sc. 129

Pnl. A

Bg.

day night

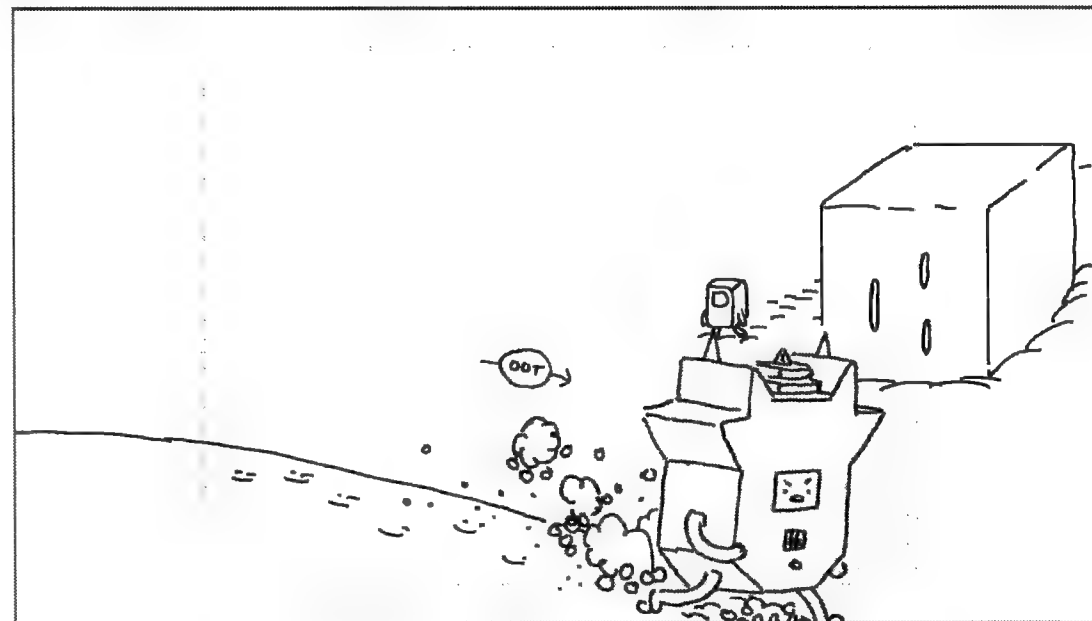


Sc. 129

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME

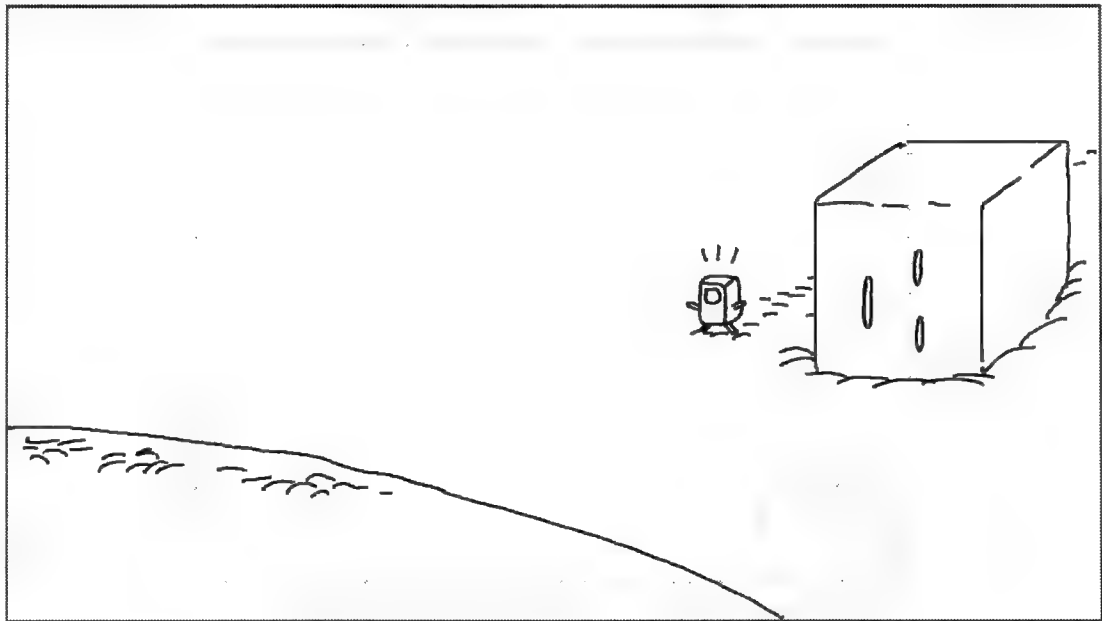


Sc. 129

Pnl. C

Bg.

day night

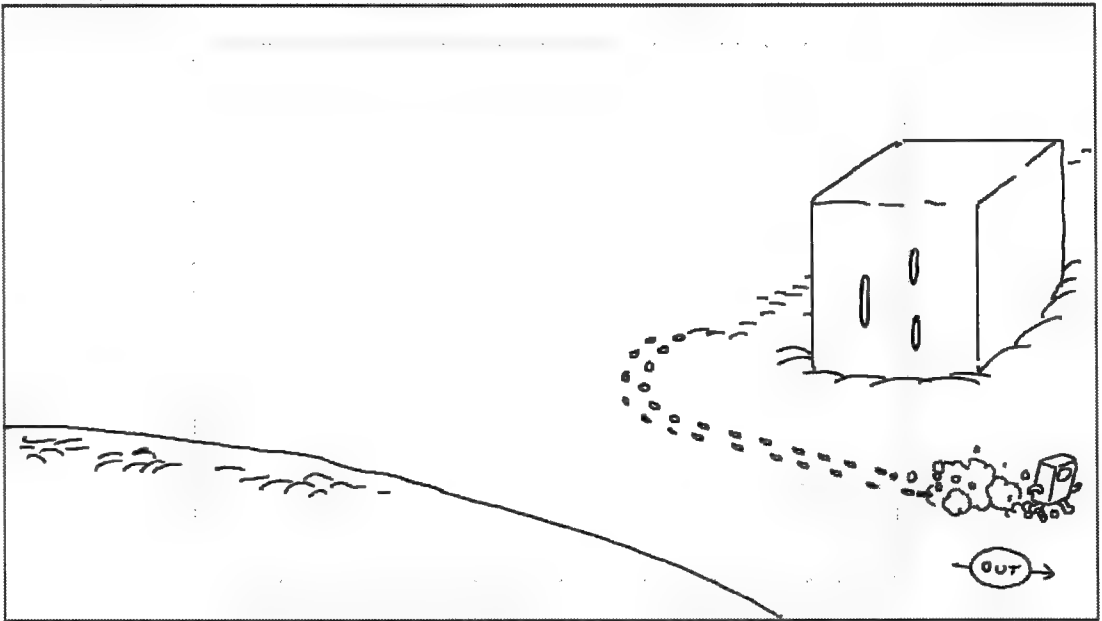


Sc. 129

Pnl. D

Bg.

day night



Dialog:

Action:

STARTLED .

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

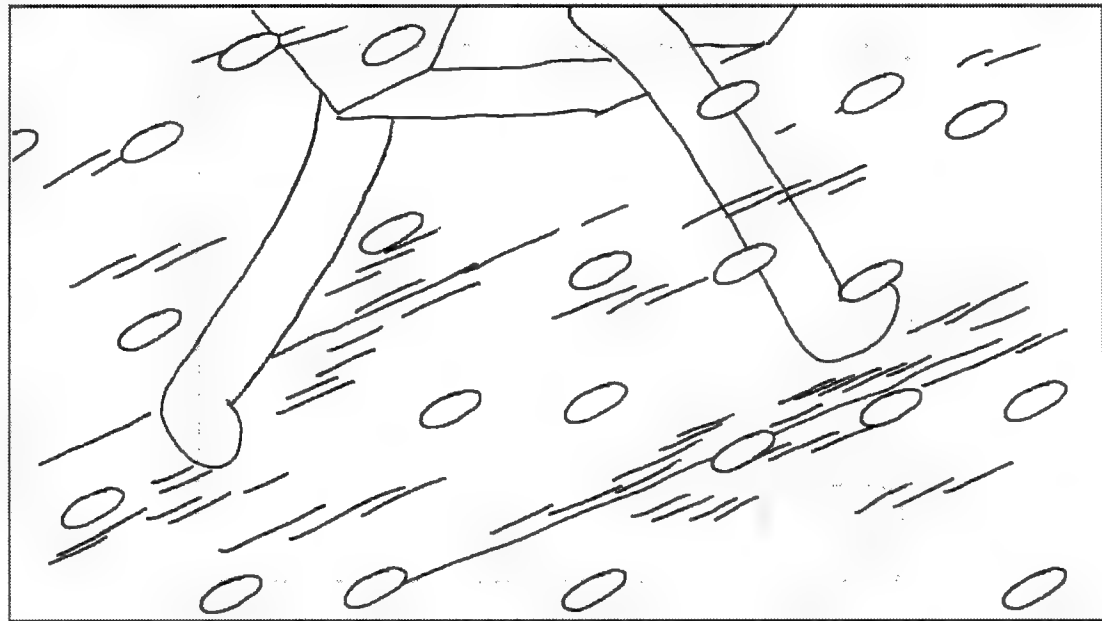


Sc. 130

Pnl. A

Bg.

day night

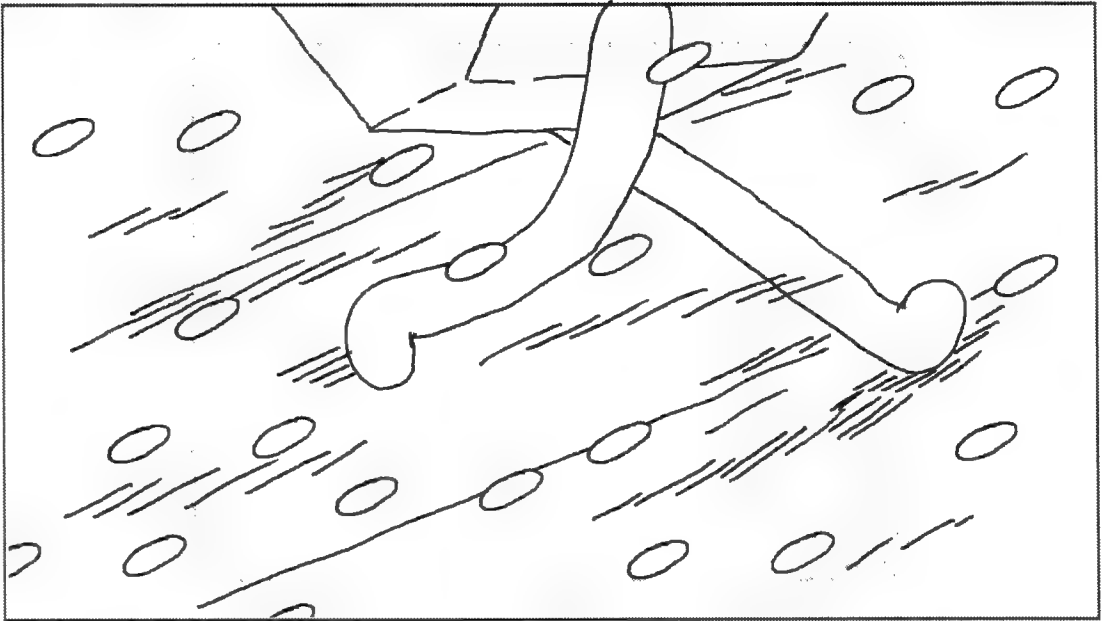


Sc. 130

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-228  
Production :

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ADVENTURE TIME

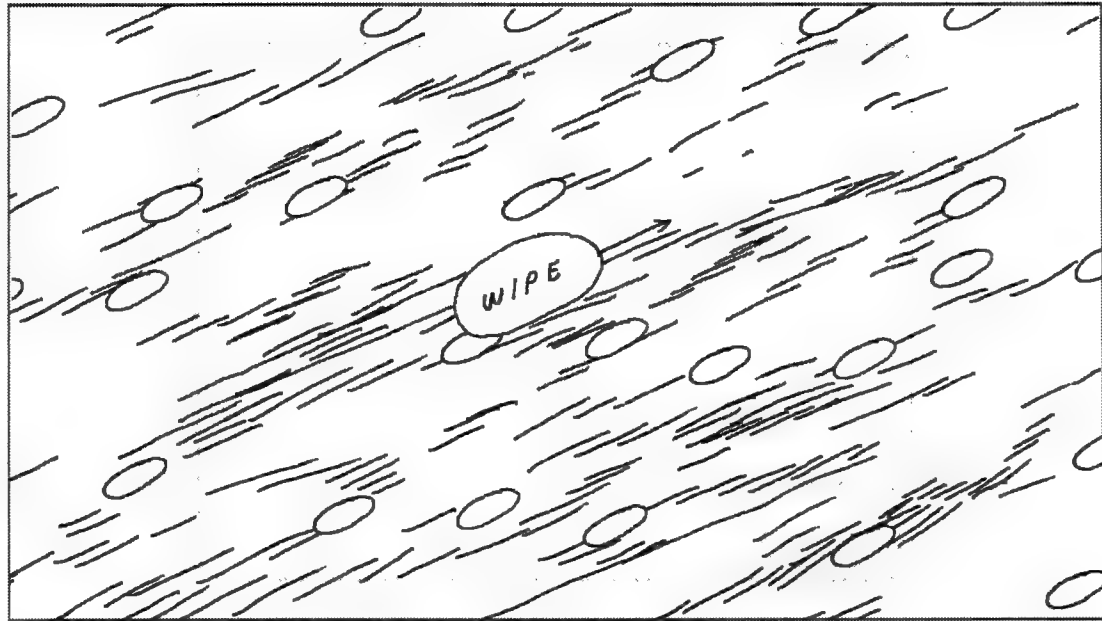


Sc. 130

Pnl. C

Bg.

day night

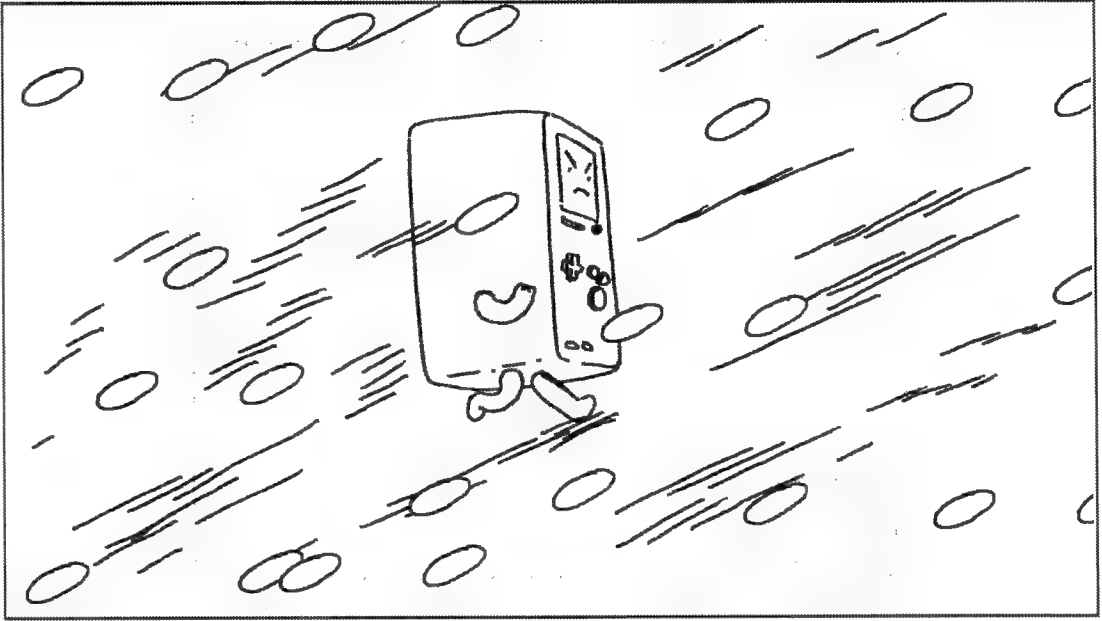


Sc. 130

Pnl. D

Bg.

day night



Dialog:

(B) HUFF! HUFF!  
HUFF!

Action:

Timing:

EPISODE # 1034-228  
Production :

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ADVENTURE TIME

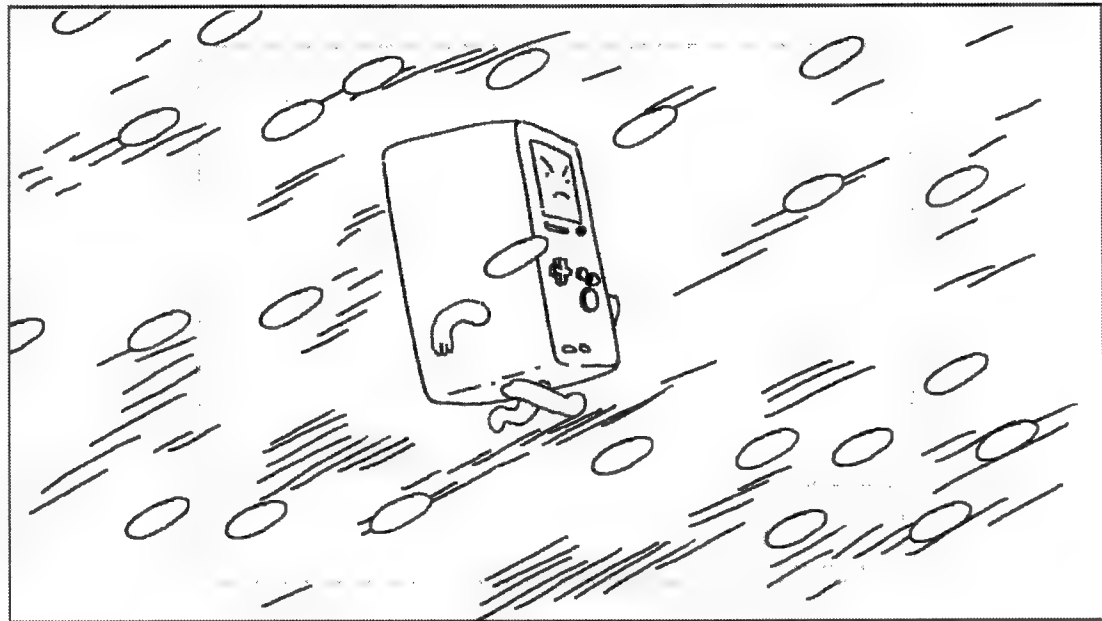


Sc. 130

Pnl. E

Bg.

day night

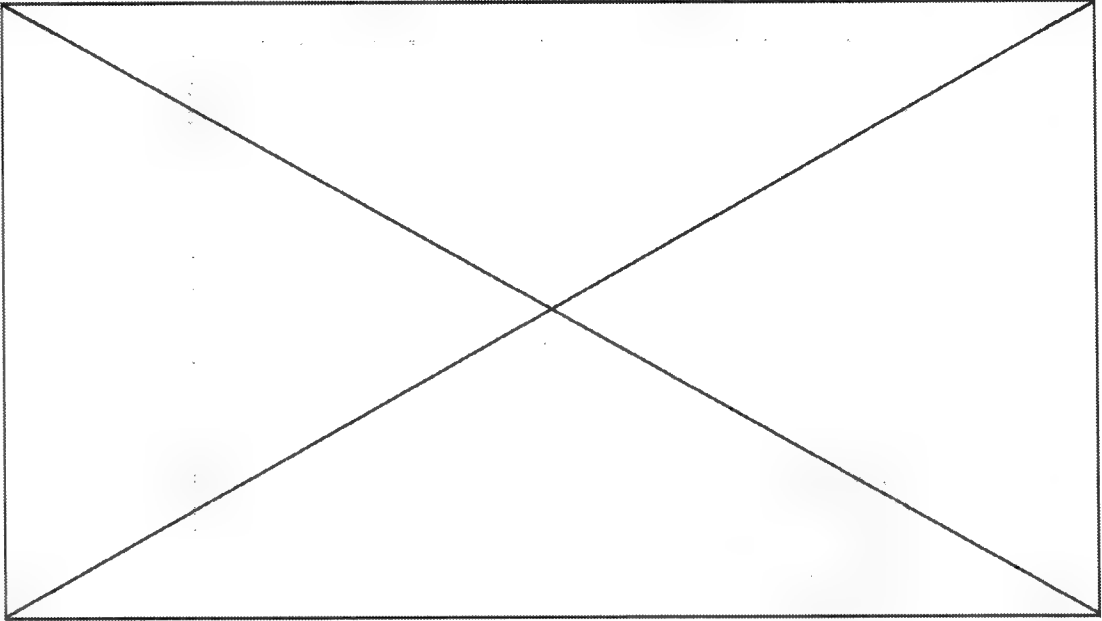


Sc.

Pnl.

Bg.

day night



Dialog:

(B) HUFF! HUFF!  
HUFF!

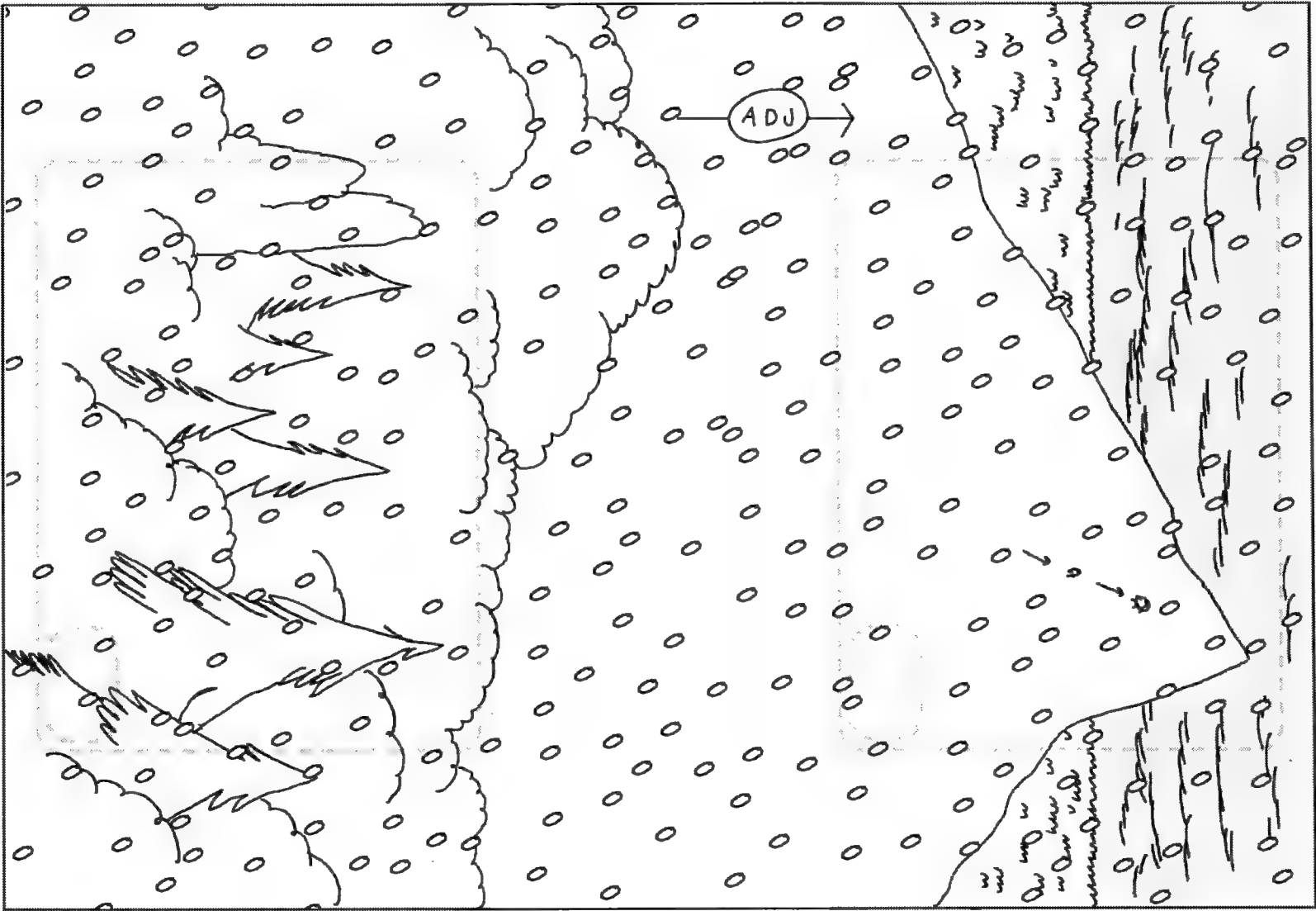
Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME



Sc. 131

Pl. A

Bg.

day night

HAHA IS THIS TOO EXTREME?!

S. W.

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ADVENTURE TIME

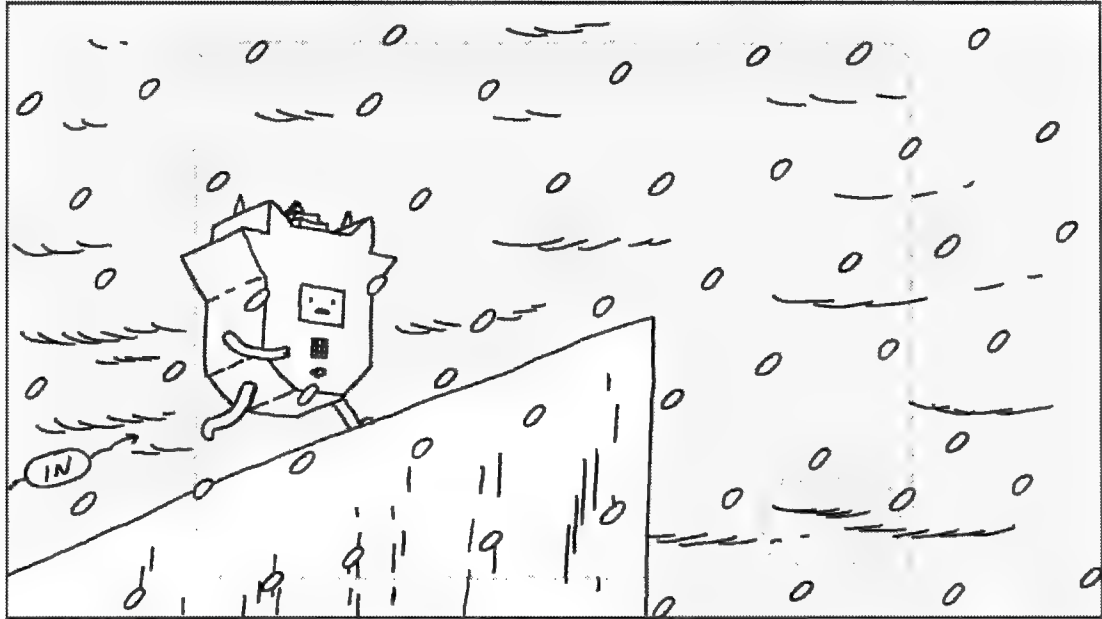


Sc. 132

Pnl. A

Bg.

day night

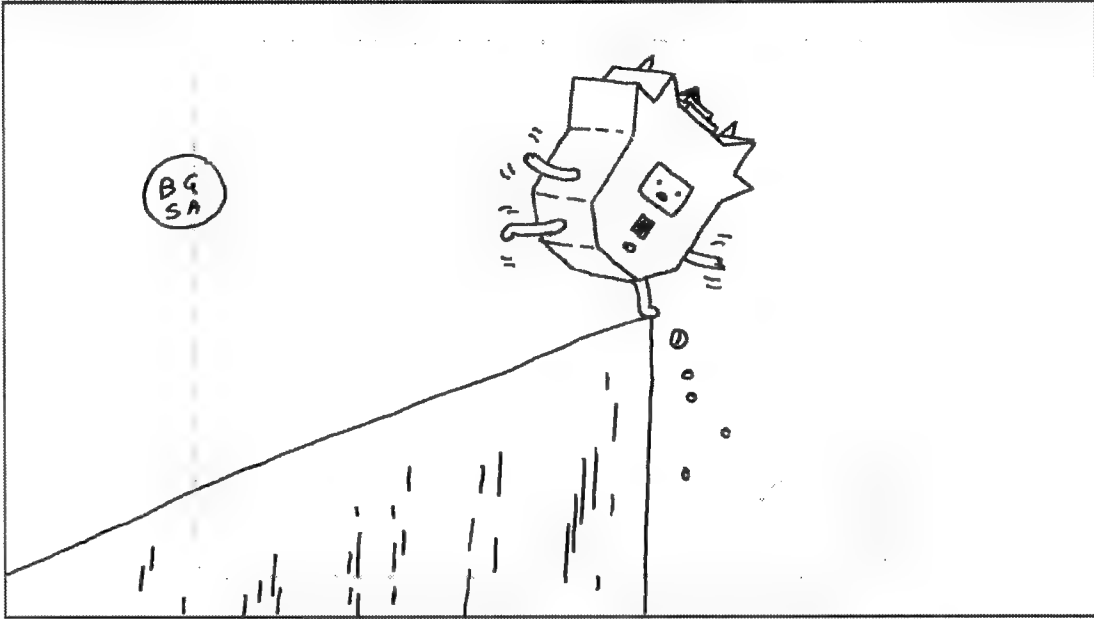


Sc. 132

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-228

Production :



Sc. 132

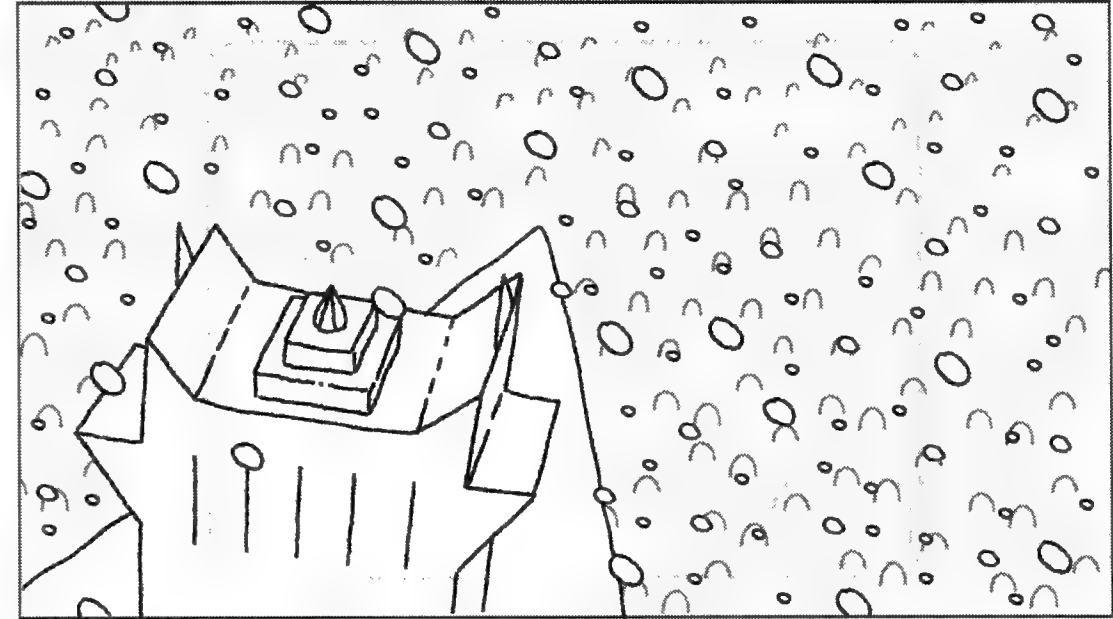
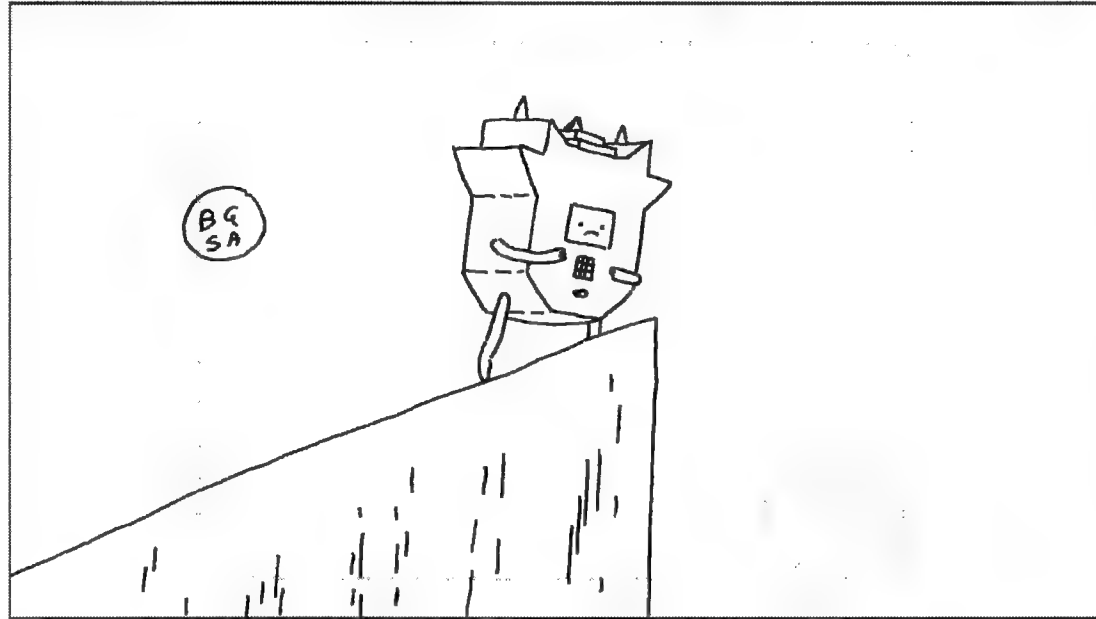
**Bg.**

Sc. 133

Pnl. A

**Bg.**

day night



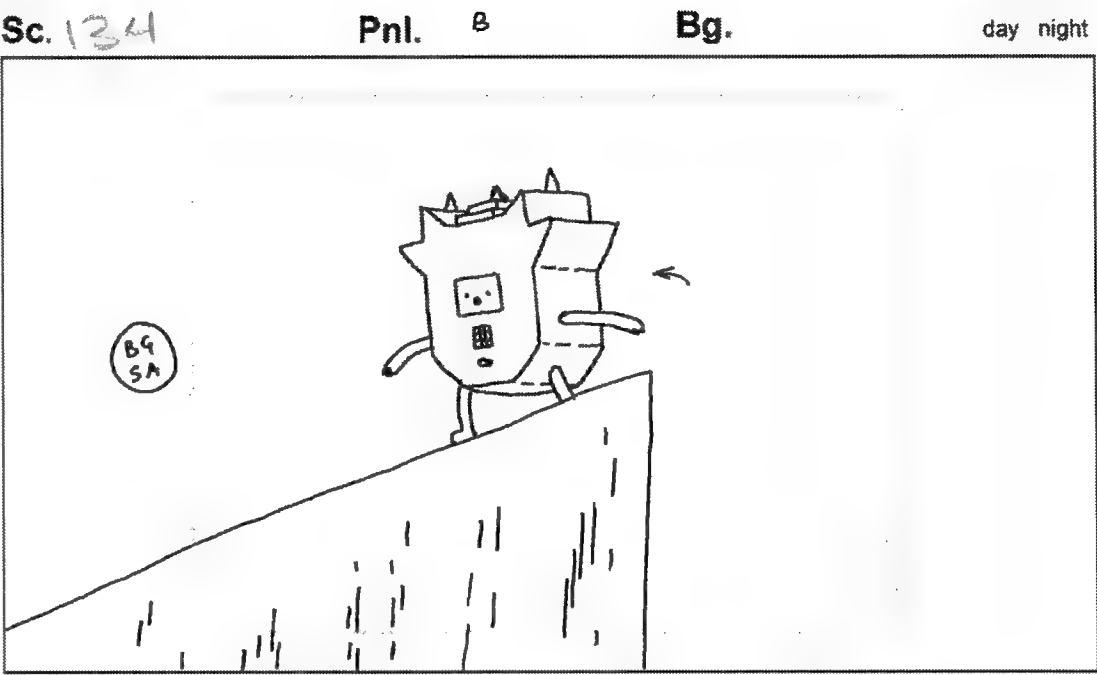
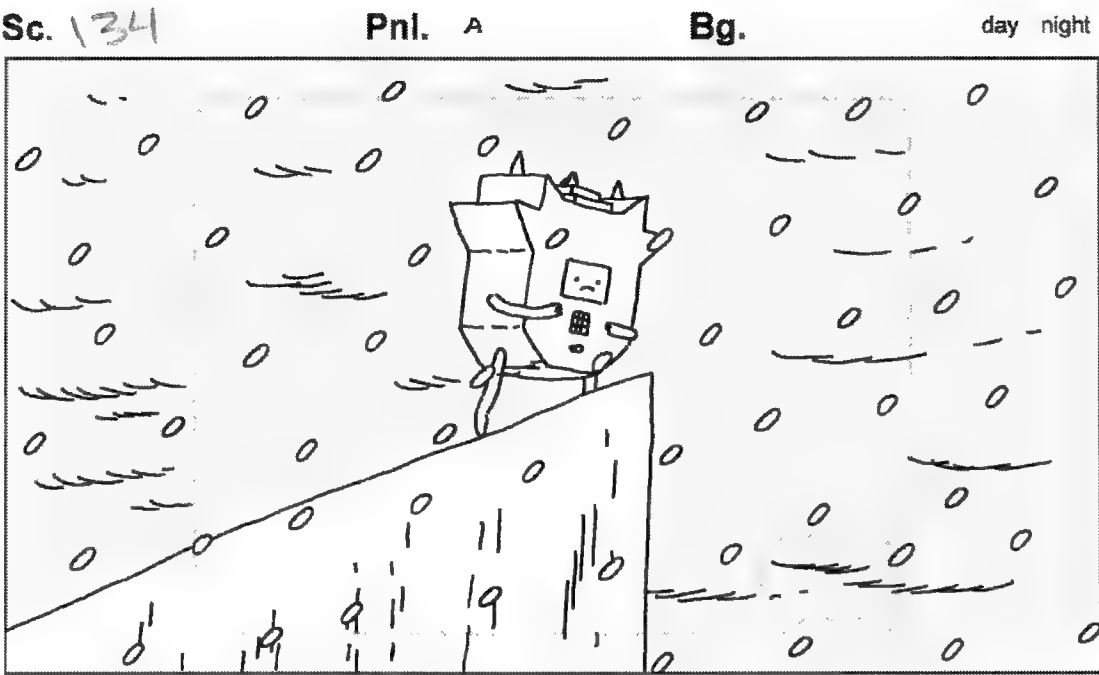
④ N N N N .

**Timing:**

**Production :**

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ADVENTURE TIME



Dialog:	BMO (os) HEY!
Action:	
Timing:	

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ADVENTURE TIME

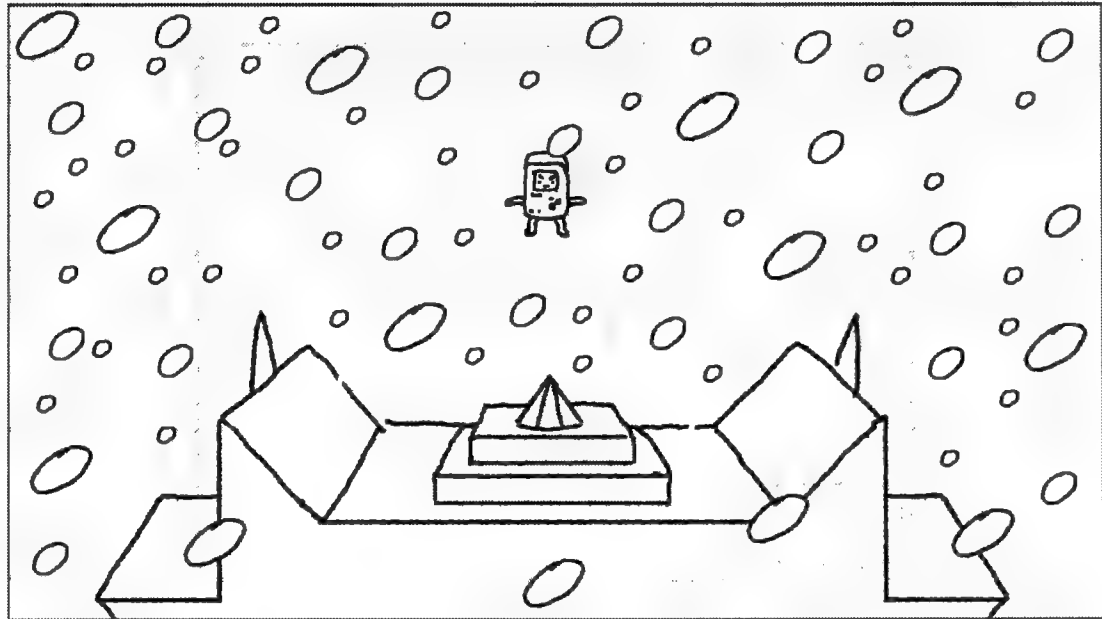


Sc. 135

Pnl. A

Bg.

day night

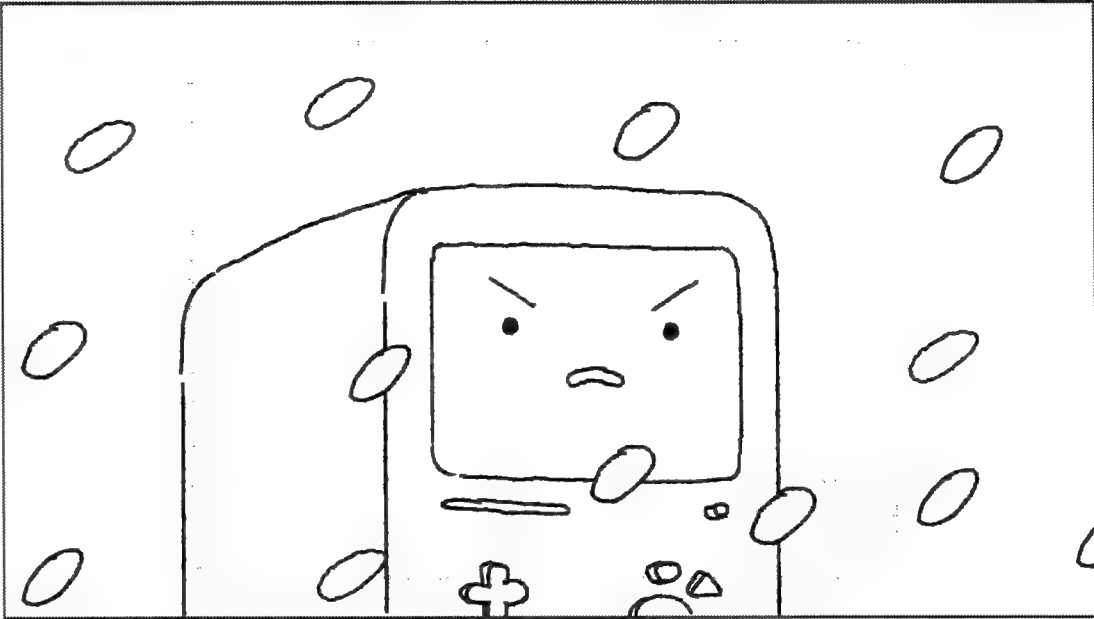


Sc. 136

Pnl. A

Bg.

day night



Dialog:

Bmo TALK A MO!

Action:

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

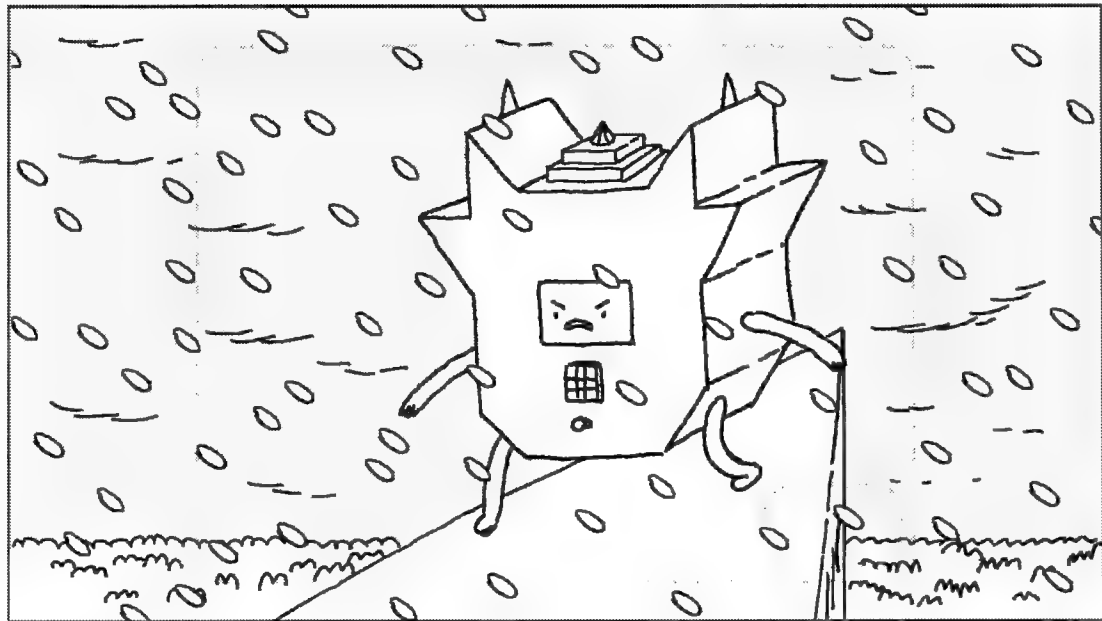


Sc. 137

Pnl. A

Bg.

day night

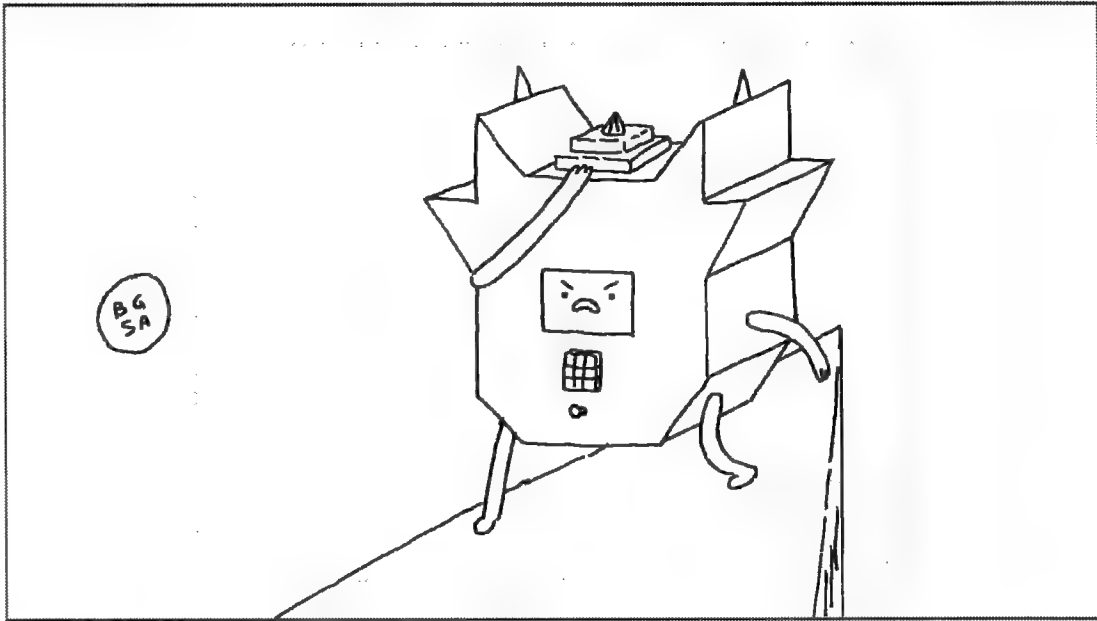


Sc. 137

Pnl. B

Bg.

day night



Dialog:

(A)/

OKAY, YOU WANT TO KNOW WHERE  
POPPA IS? HERE IS ALL THAT  
REMAINS OF HIM. HIS  
MEMORY BACKUP DRIVE.

Action:

THROUGHOUT  
SCENE.

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

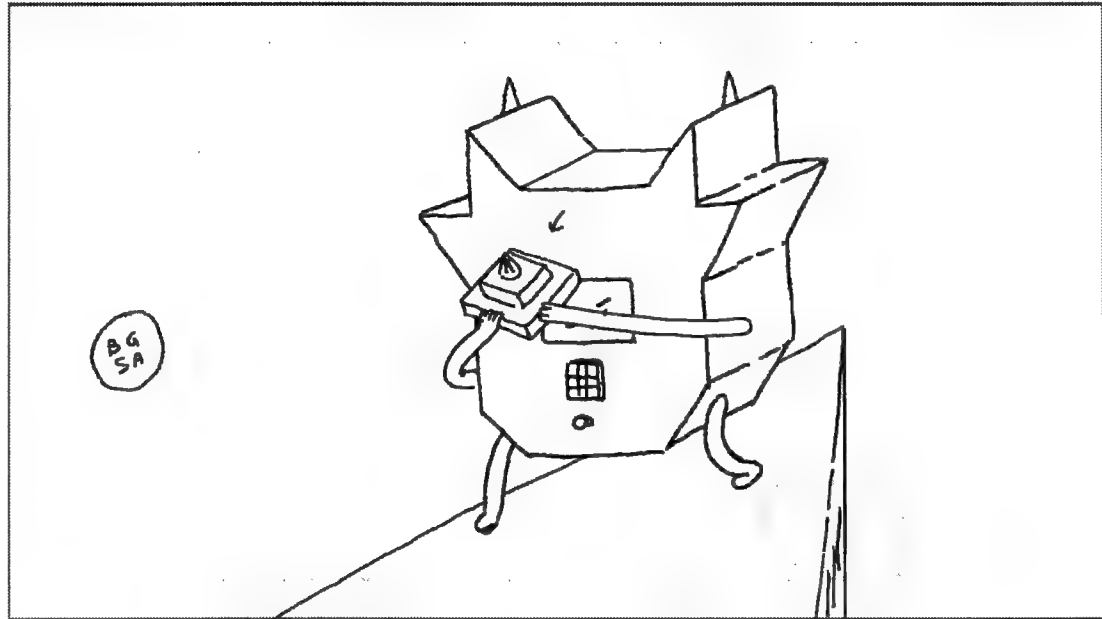


Sc. 137

Pnl. c

Bg.

day night

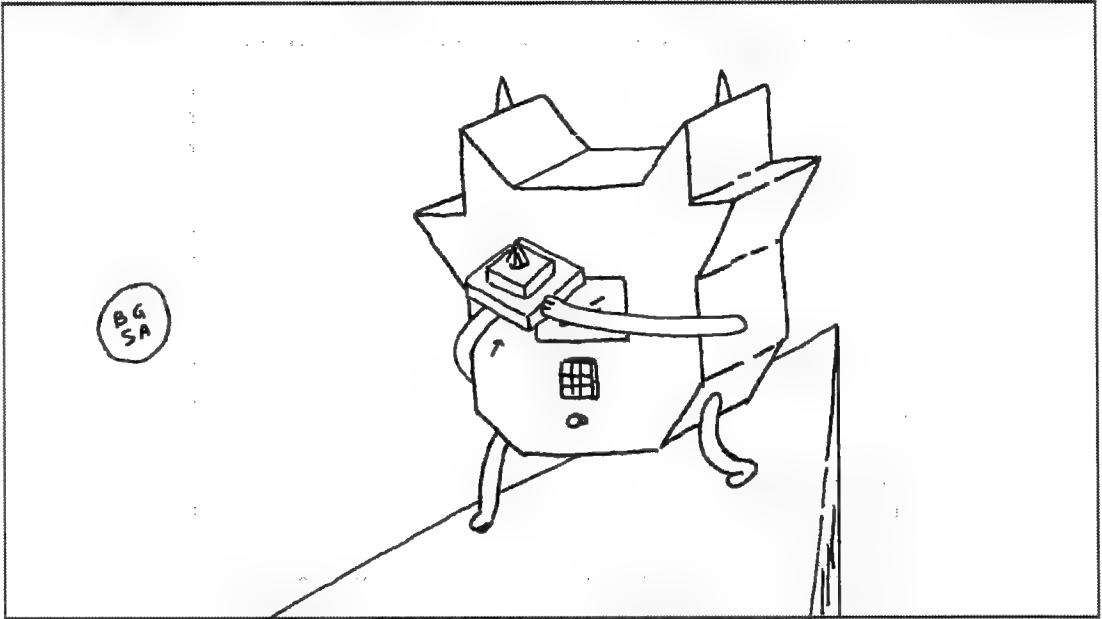


Sc. 137

Pnl. D

Bg.

day night



Dialog:

Action:

SWITCHES HANDS.

Timing:

EPISODE # 1034-228  
Production :

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ADVENTURE TIME

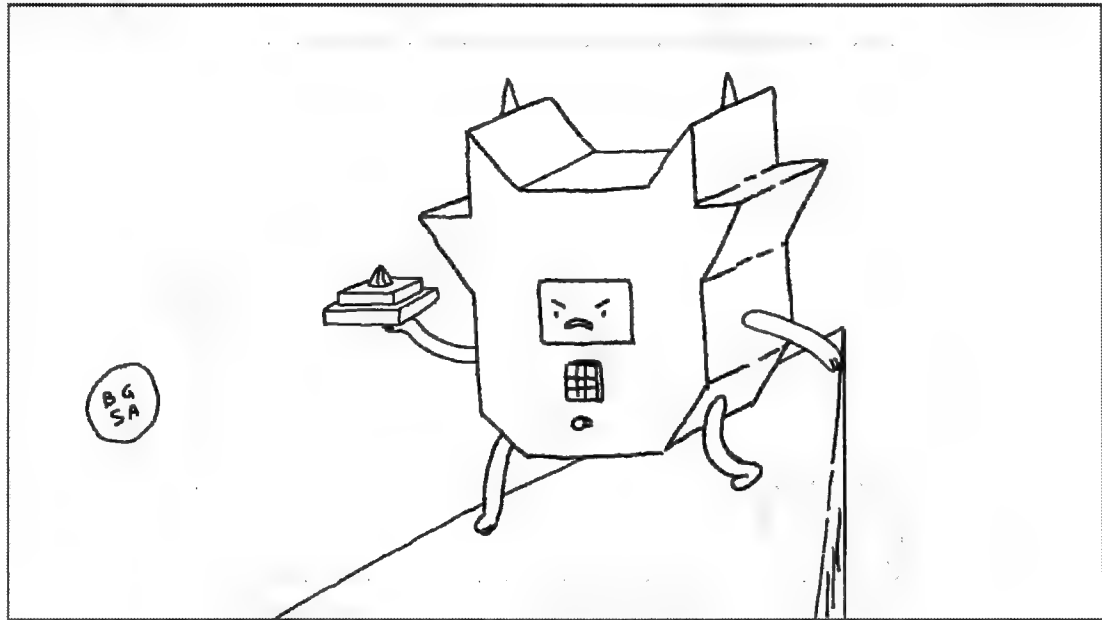


Sc. 137

Pnl. E

Bg.

day night

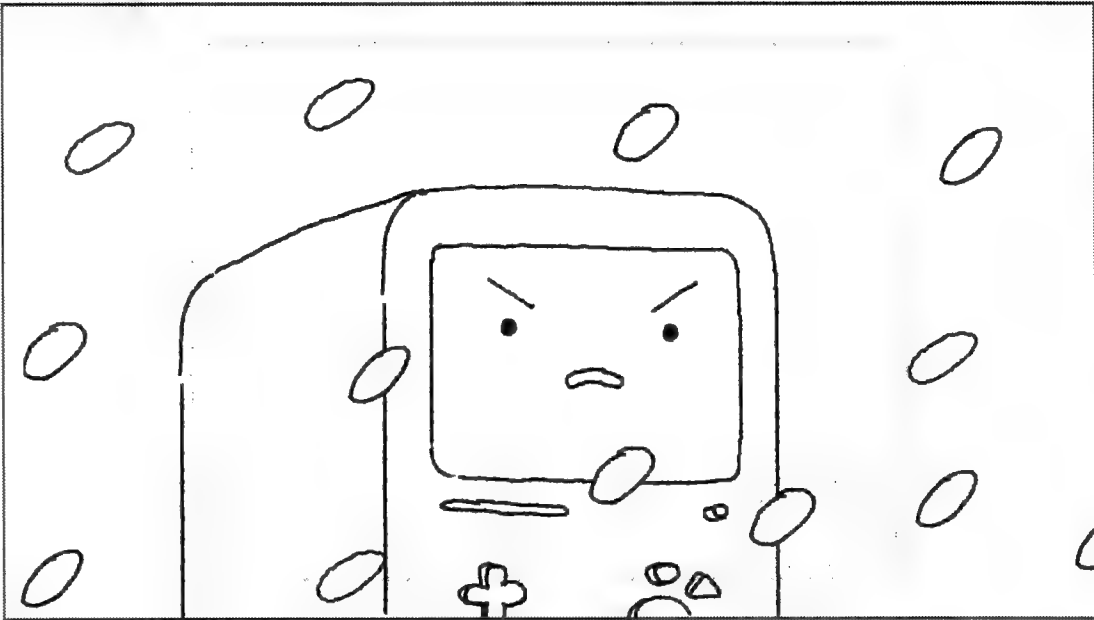


Sc. 138

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



Page 169

Sc. 132

Pnl. 8

Bg.

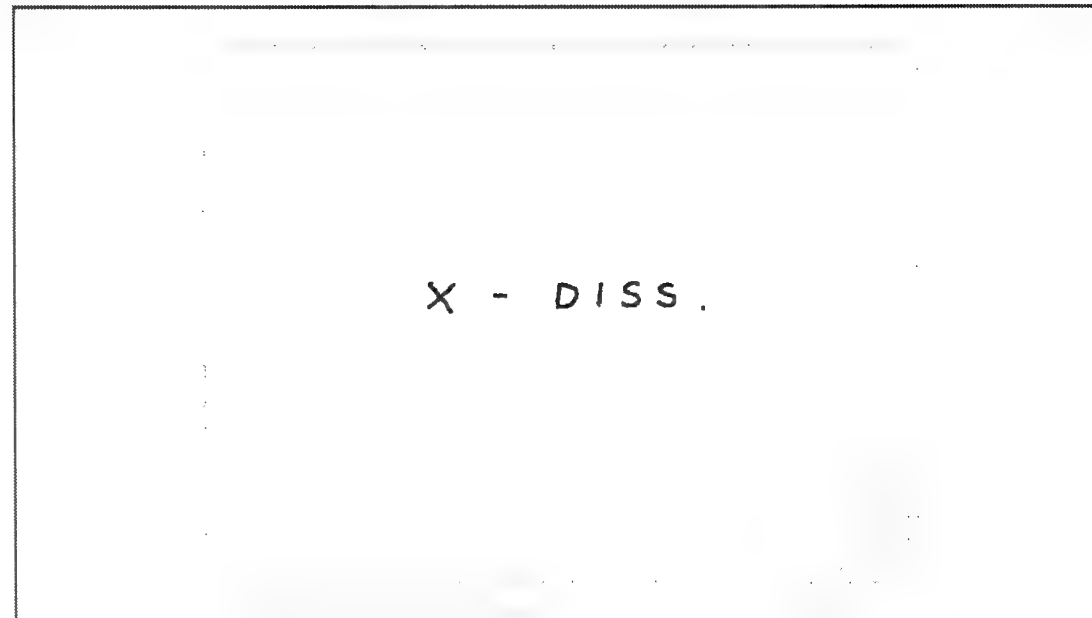
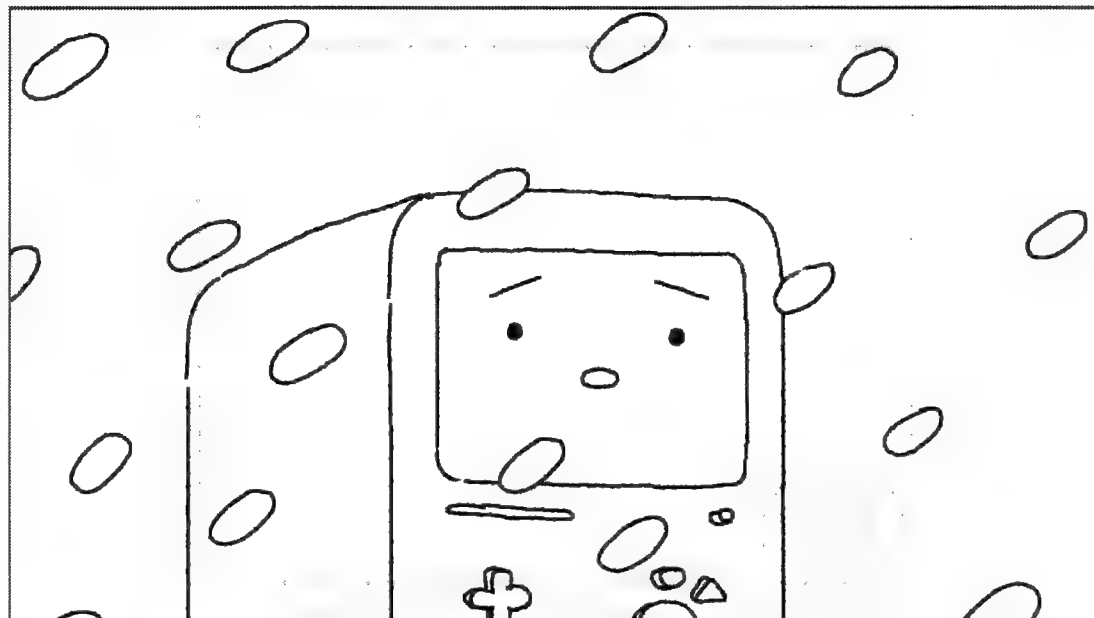
day night

Sc. —

Pnl. —

Bg. —

day night



Dialog:

Oh!

Action:

Timing:

EPISODE # 1034-228

Production :

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# ADVENTURE TIME



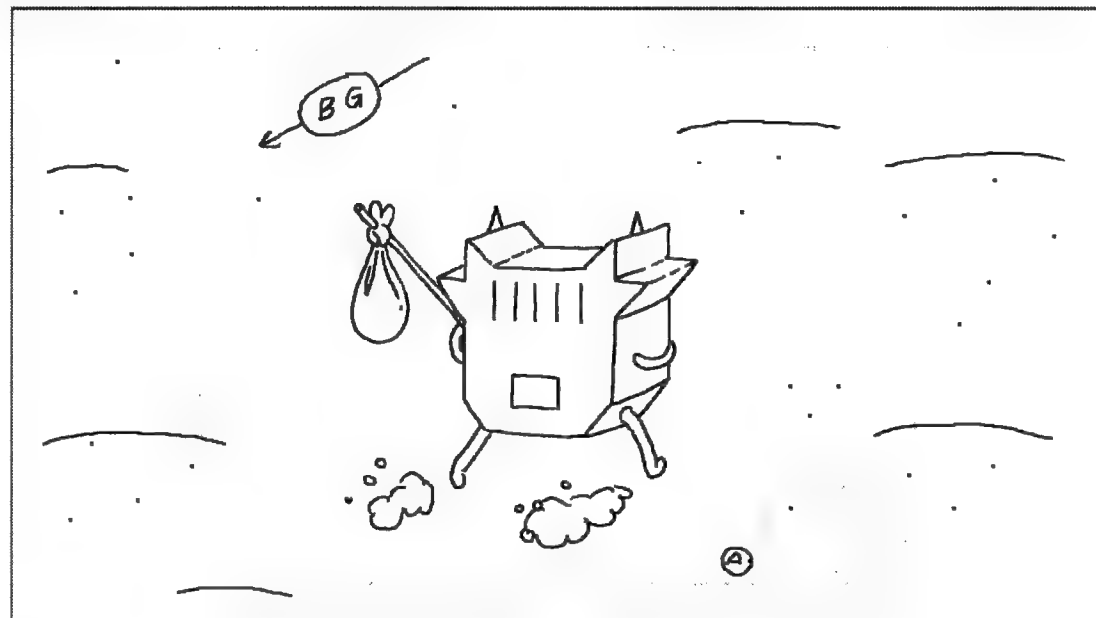
Page 170

Sc. 139

Pnl. A

Bg.

day night

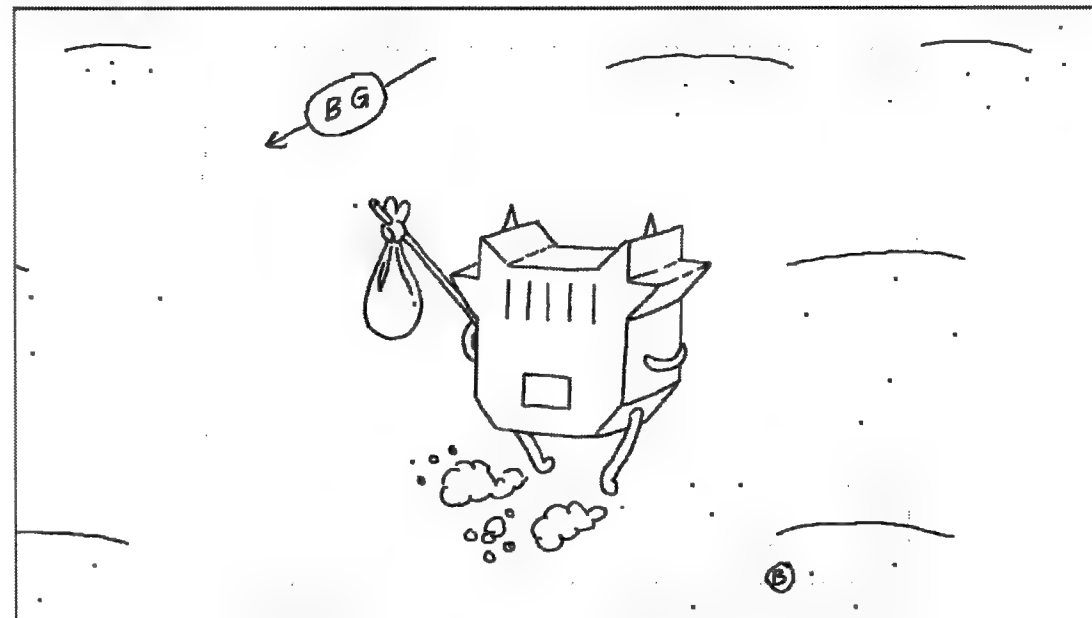


Sc. 139

Pnl. B

Bg.

day night



Dialog:

A(vo) I WAS RETURNING FROM A LONG PILGRIMAGE.  
I CAME TO CONFRONT PAPA,

Action:

WALKING.

THE V.O. IS ALL

Timing:

SOMBER & SERIOUS.

THE WHOLE V.O.

EPISODE # 1034-228

Production :



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# ADVENTURE TIME



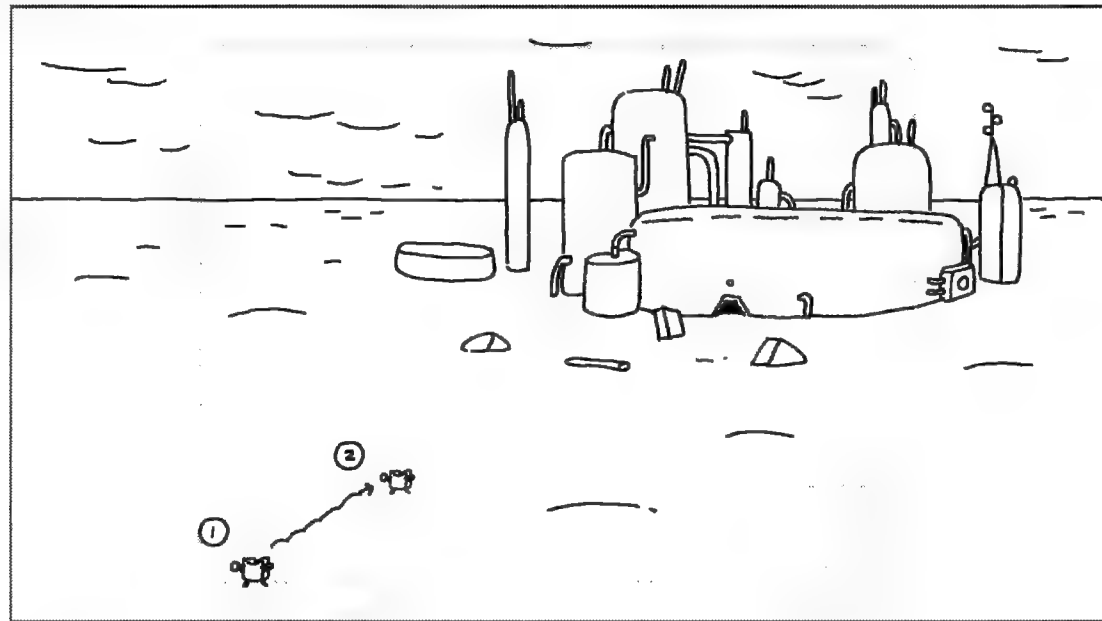
Page 171

Sc. 140

Pnl. A

Bg.

day night

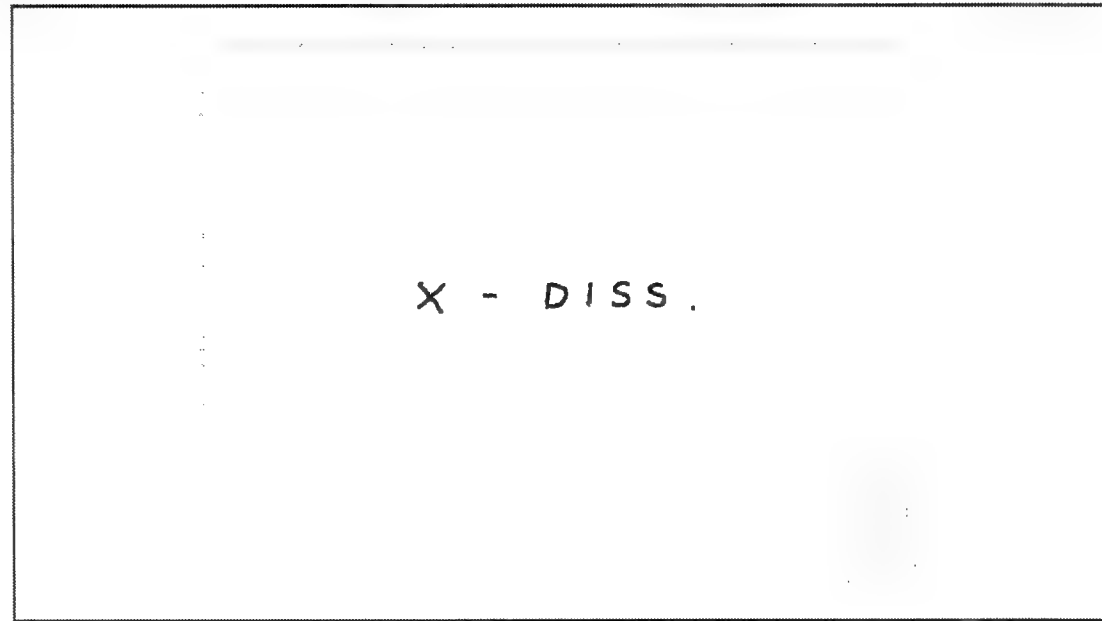


Sc. —

Pnl. —

Bg. —

day night



X - DISS .

Dialog:

A/vo

FOR I HAD DISCOVERED TERRIBLE  
THINGS ABOUT MYSELF .

Action:

Timing:

1034-228

EPISODE #

Production :

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# ADVENTURE TIME



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Sc. 141

Pnl. 7

Bg.

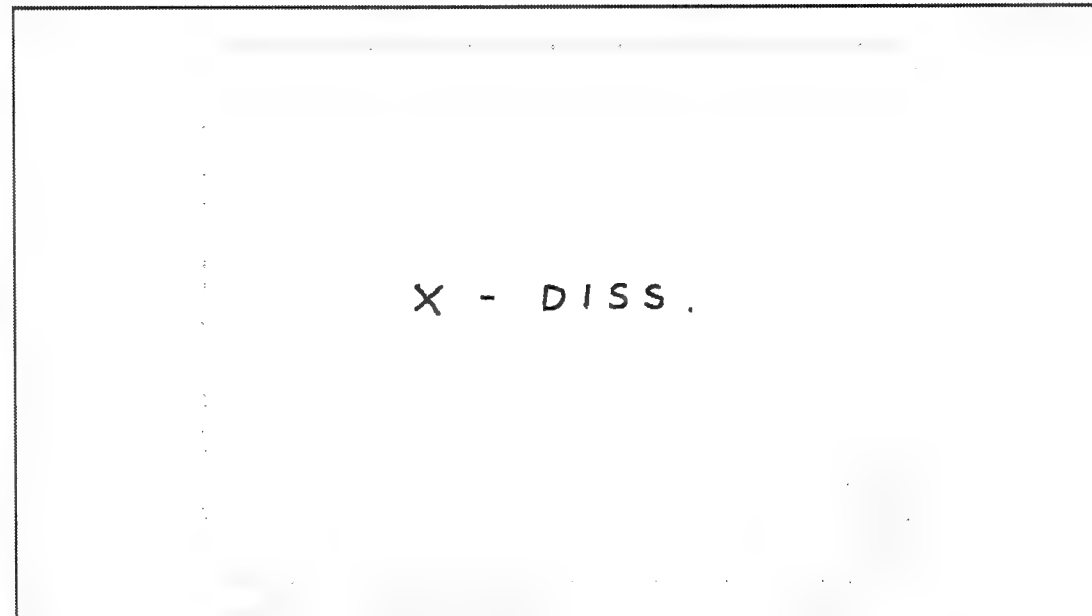
day night

Sc. —

Pnl. —

Bg. —

day night



Dialog:

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

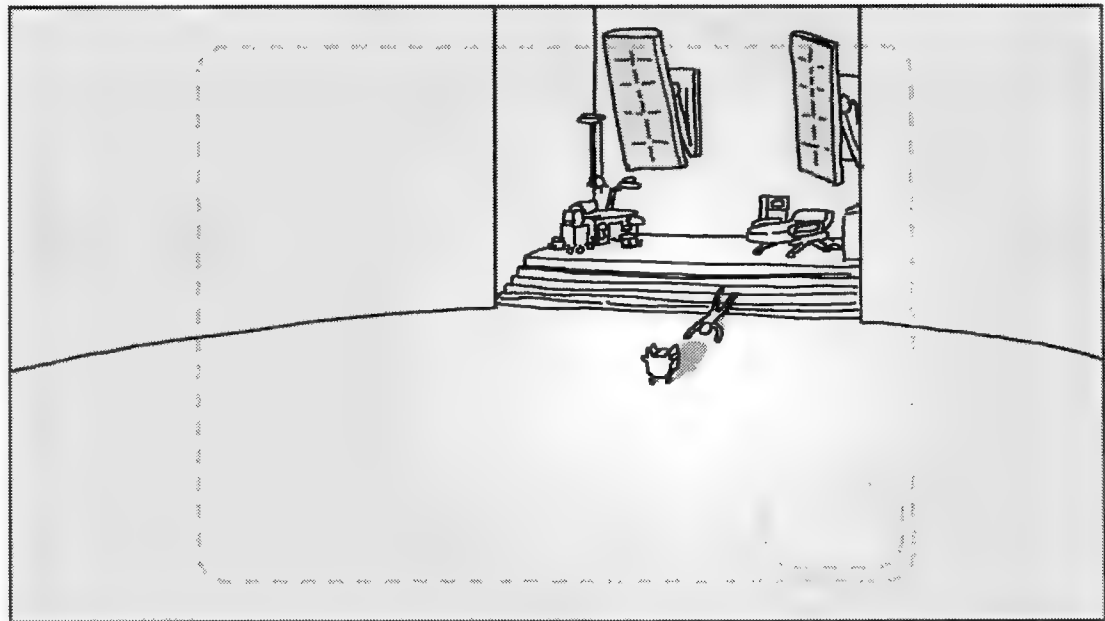


Sc. 142

Pnl. A

Bg.

day night

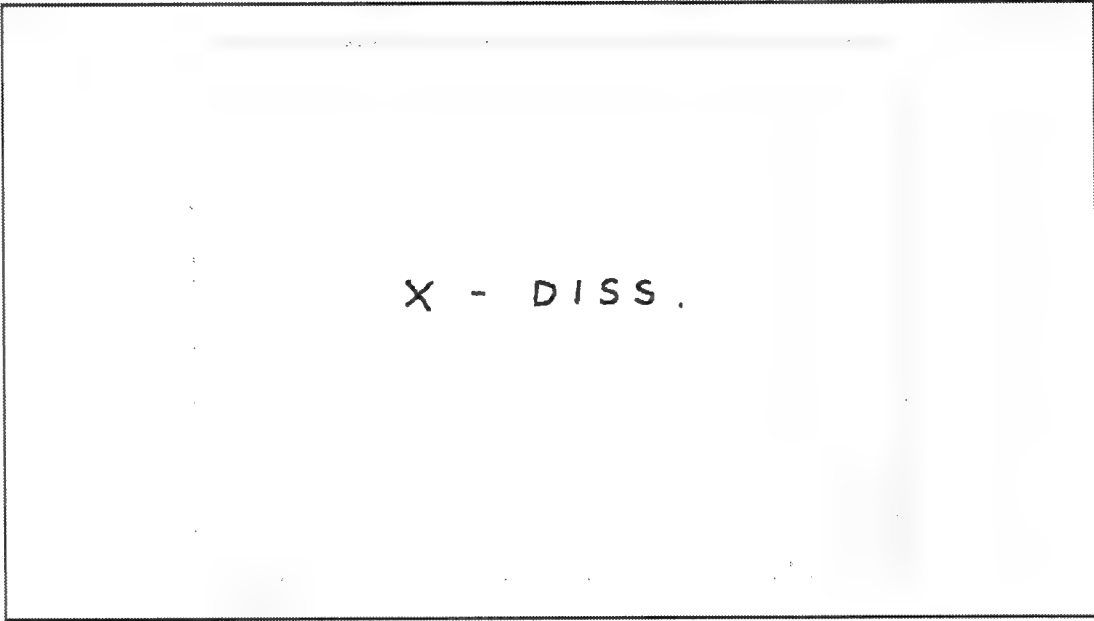


Sc. —

Pnl. —

Bg. —

day night



Dialog:

Action:

R.V. B.G.

Timing:

EPISODE # 1034-228  
Production :

# ADVENTURE TIME



Page 174

Sc. 143

Pnl. A

Bg.

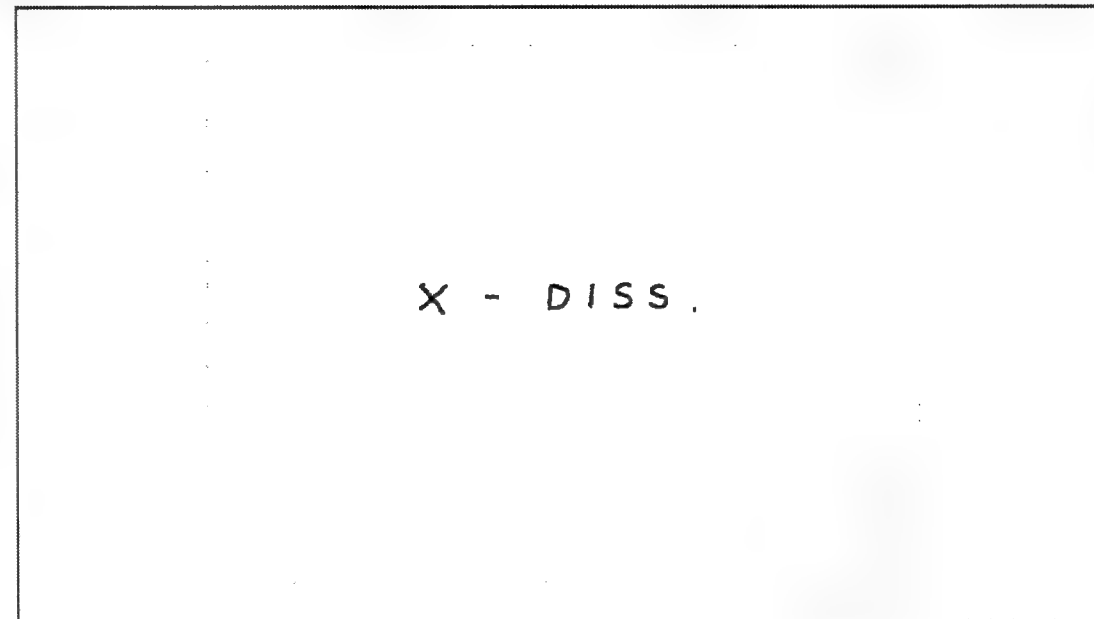
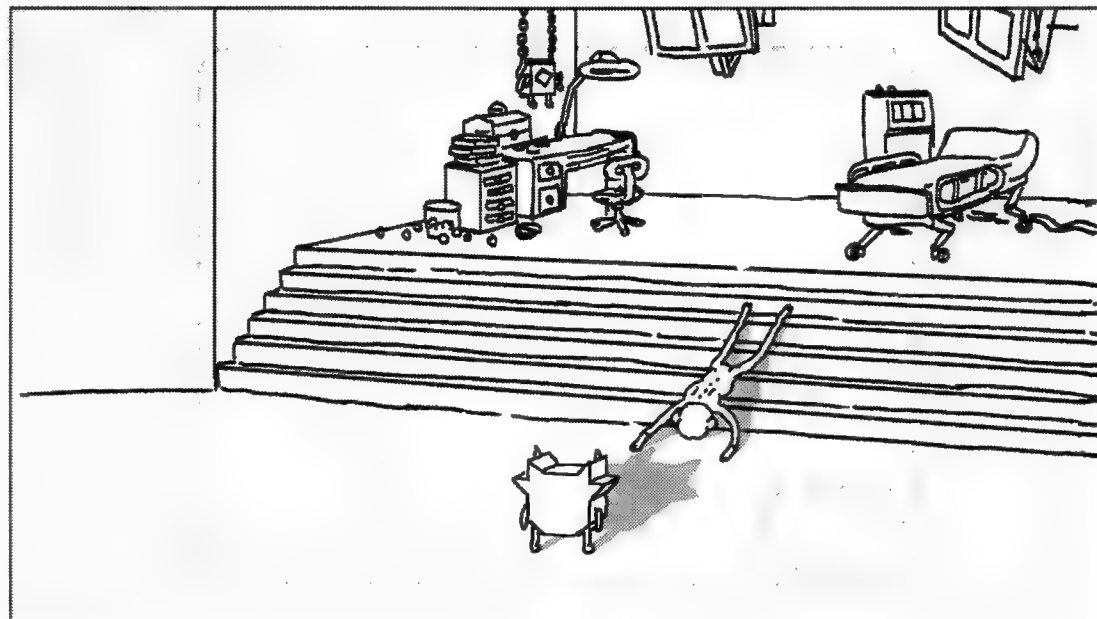
day night

Sc. —

Pnl. —

Bg. —

day night



Dialog:

Action:

Timing:

1034-228

EPISODE #

Production :

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# ADVENTURE TIME



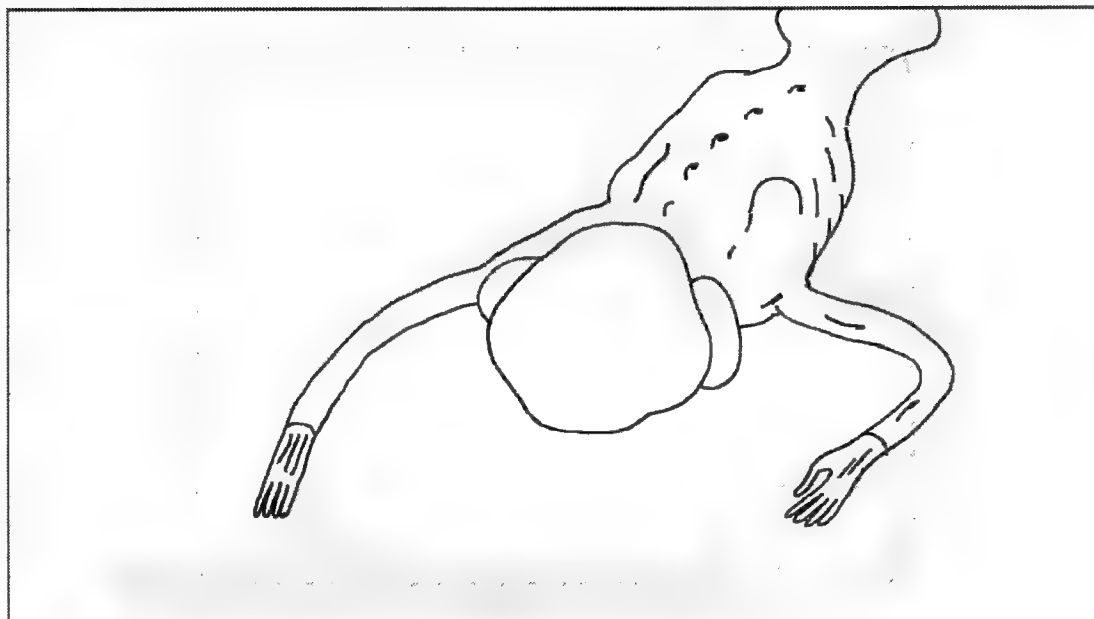
Page 175

Sc. 144

Pnl. A

Bg.

day night

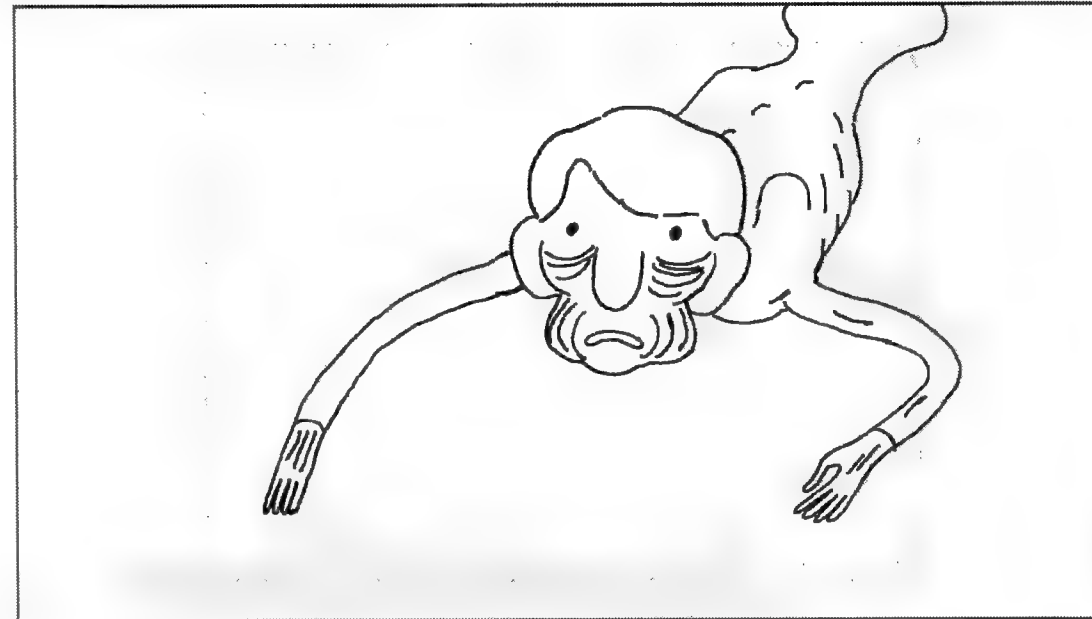


Sc. 144

Pnl. B

Bg.

day night



Dialog:

A (v.o.) HE WAS DYING.

ALT HE WAS CONKING OUT.

Action:

AMO  
DOING  
AN  
OLD  
MAN  
VOICE

/ AMO, DEAR CHILD, MY BODY  
IS CONKING OUT. THIS IS  
THE END ... COUGH

HEAD RAISES SLOWLY.

Timing:

AS  
SERIOUS  
AS  
POSSIBLE

1034-228

EPISODE #

Production :

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# ADVENTURE TIME



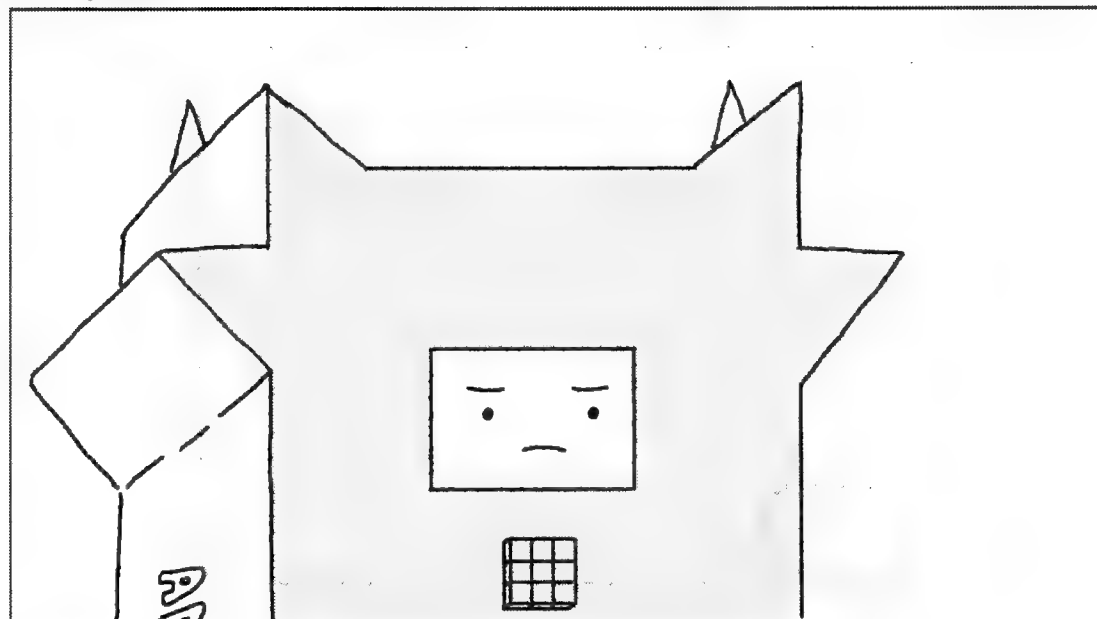
Page 176

Sc. 145

Pnl. A

Bg.

day night

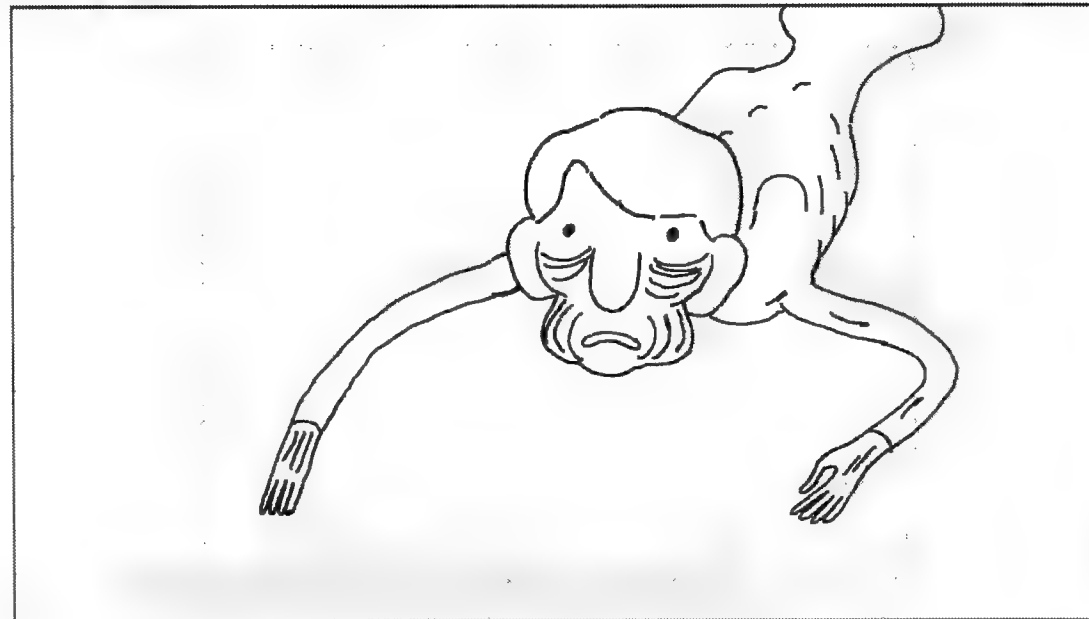


Sc. 146

Pnl. A

Bg.

day night



Dialog:

Ⓐ / TAKE ... TAKE

Action:

== BEAT ==

Timing:

EPISODE # 1034-228

Production :

# ADVENTURE TIME



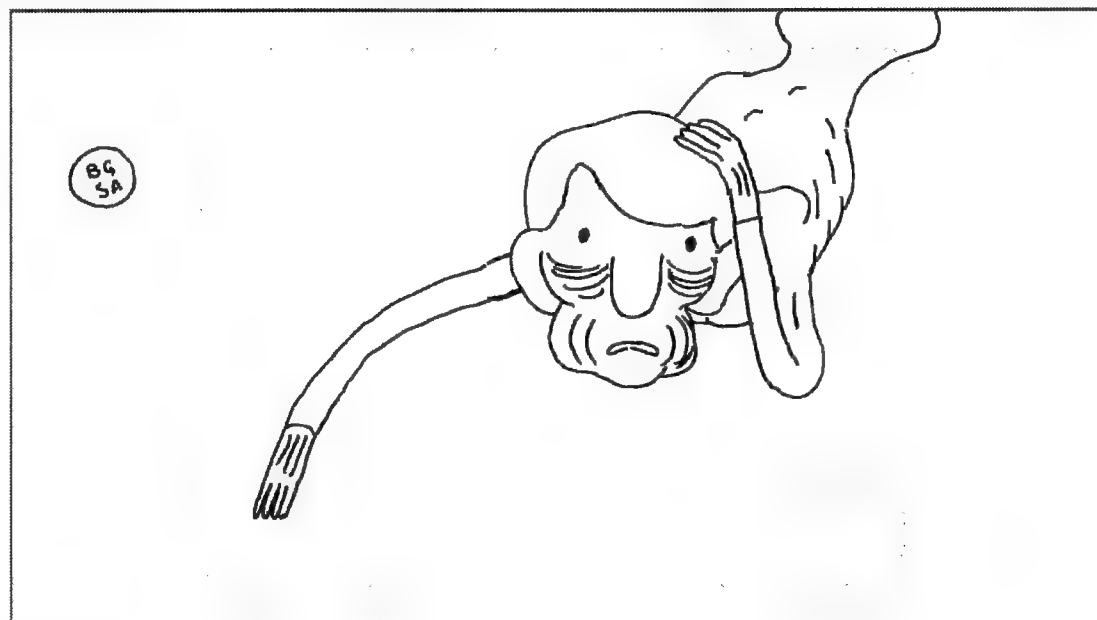
Page 177

Sc. 1416

Pnl. B

Bg.

day night

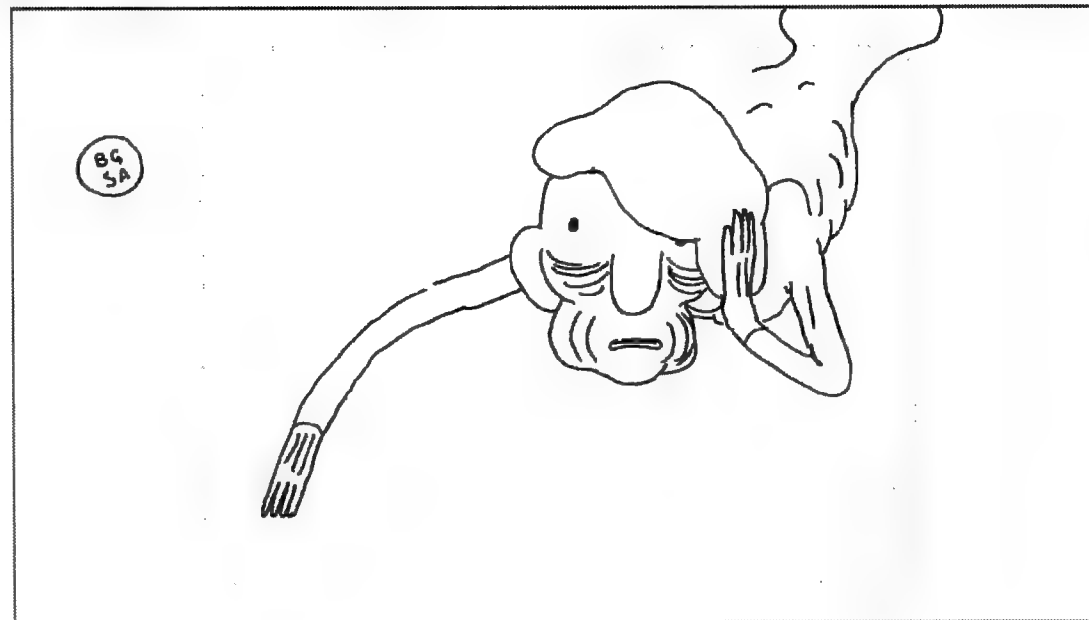


Sc. 1416

Pnl. C

Bg.

day night



Dialog:

(A) (CONT) THIS .

IT IS

Action:

Timing:

Production :

EPISODE #

1034-228

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ADVENTURE TIME

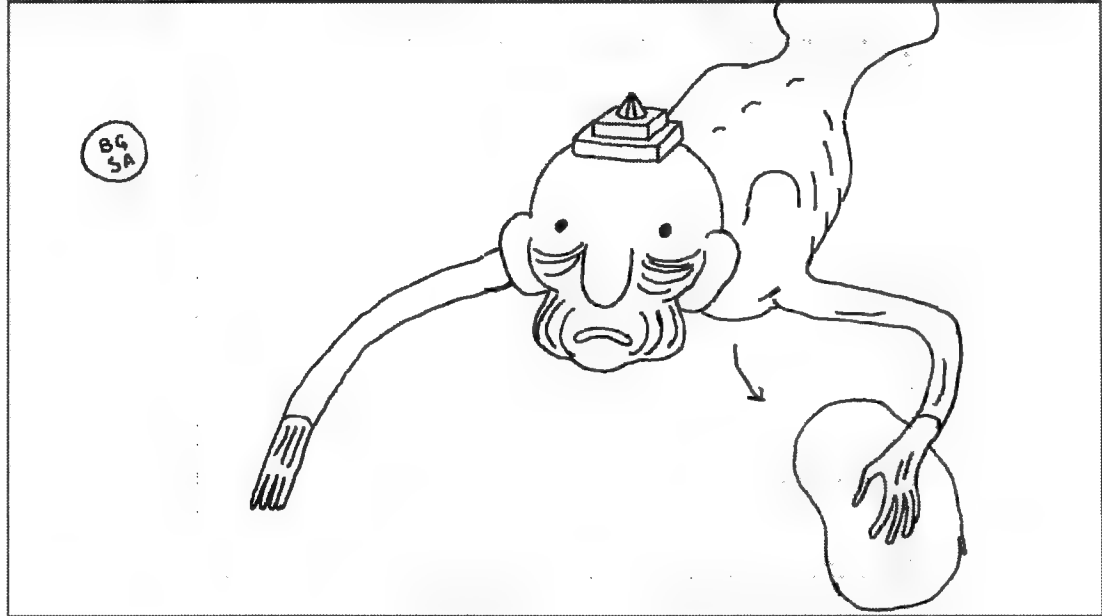


Sc. 1416

Pnl. 0

Bg.

day night

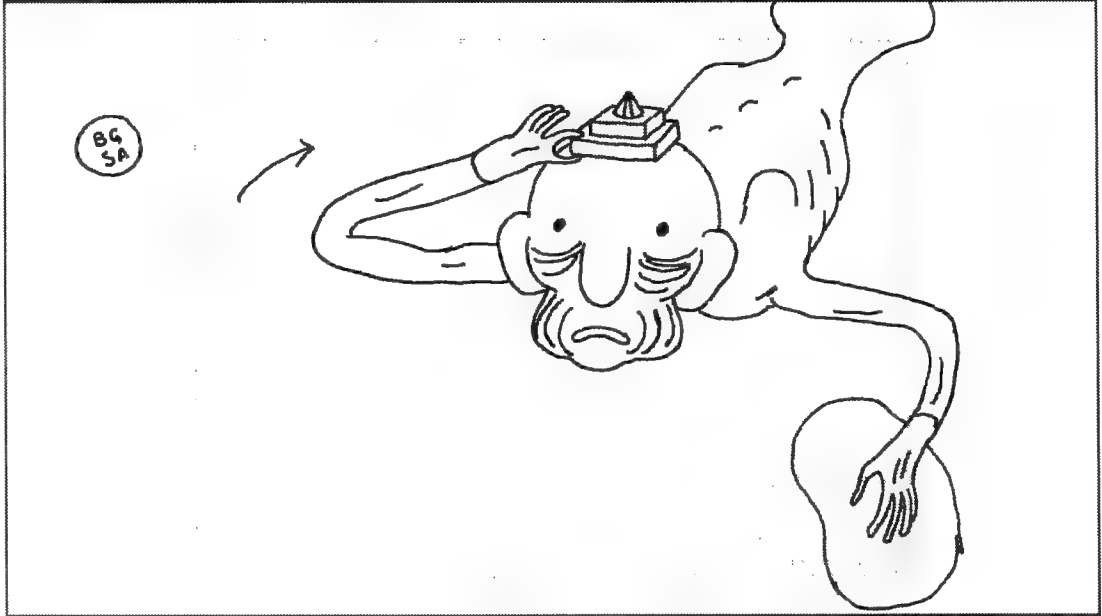


Sc. 1416

Pnl. E

Bg.

day night



Dialog:

A (CONT) WHO I AM.

Action:

Timing:

1034-228

EPISODE #

Production :



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# ADVENTURE TIME



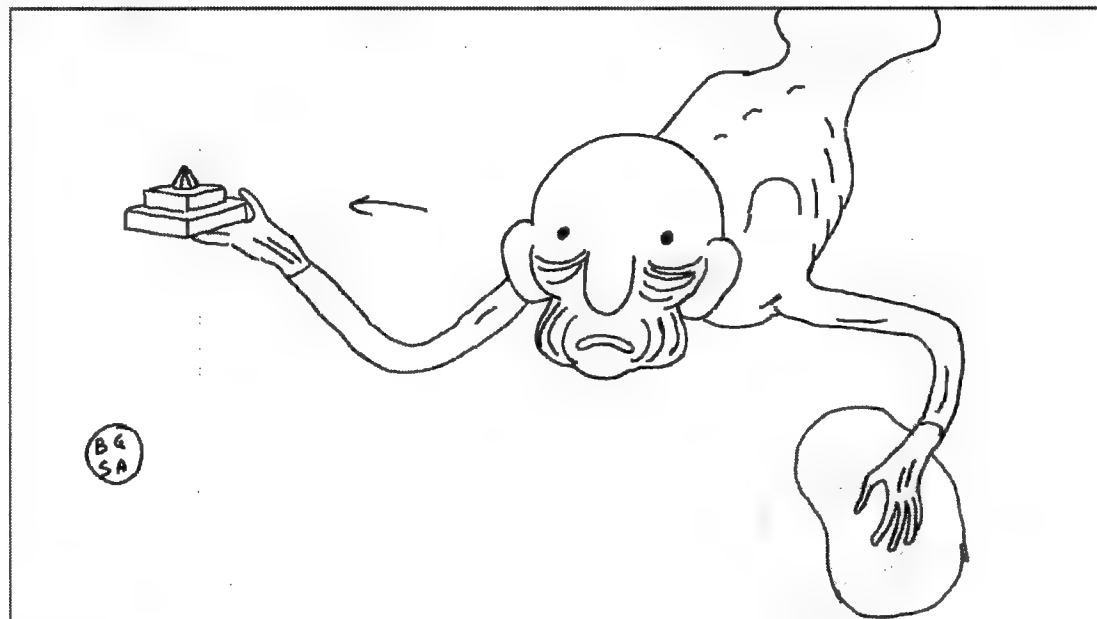
Page 179

Sc. 146

Pnl. F

Bg.

day night

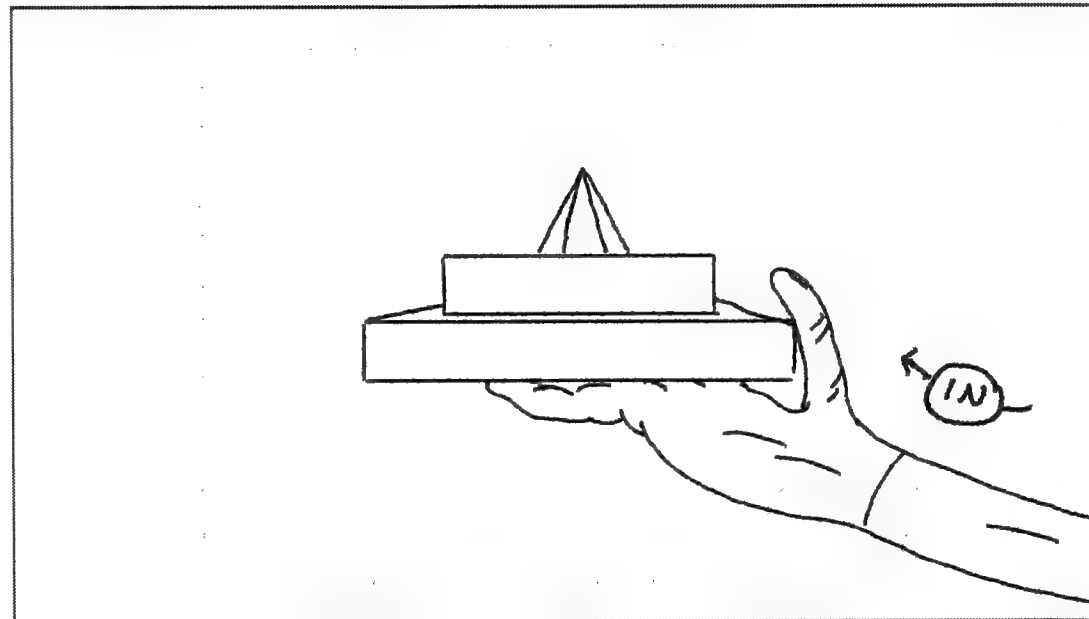


Sc. 147

Pnl. A

Bg.

day night



Dialog:

SFX / = CLICK =

Action:

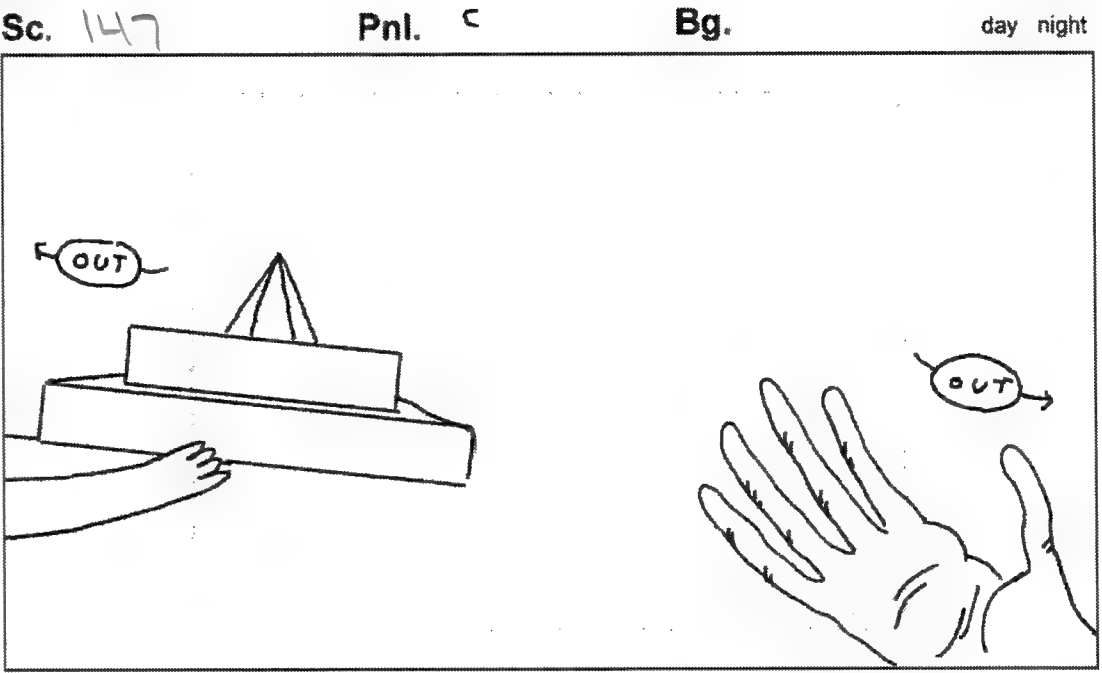
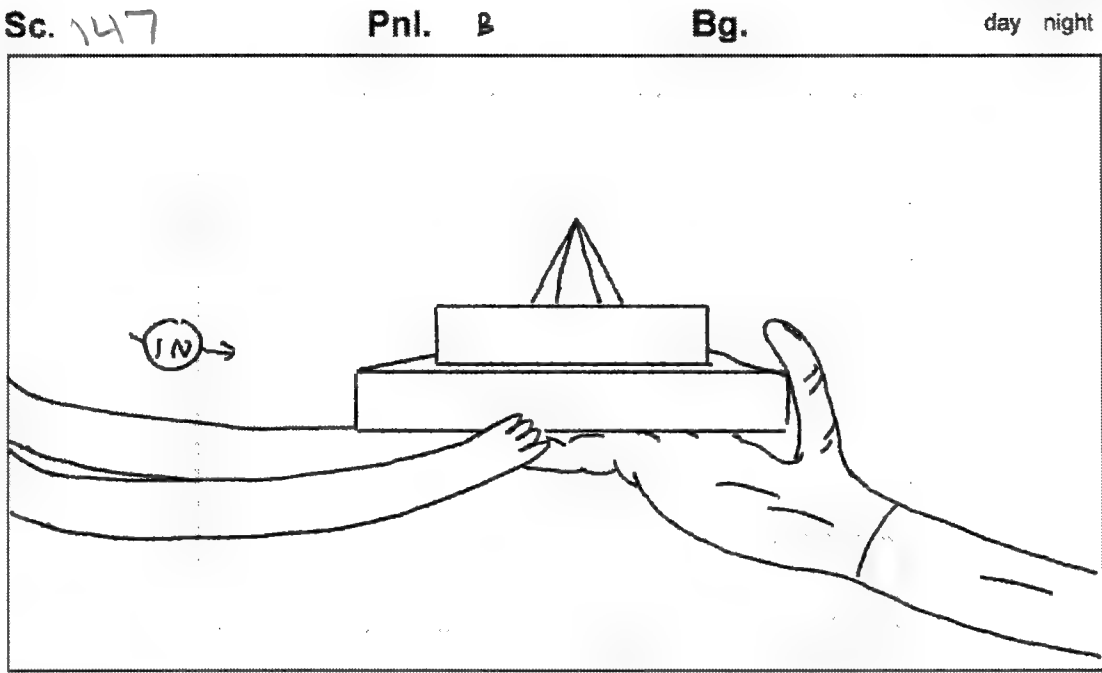
Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME



Dialog:

Action:

Timing:

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ADVENTURE TIME

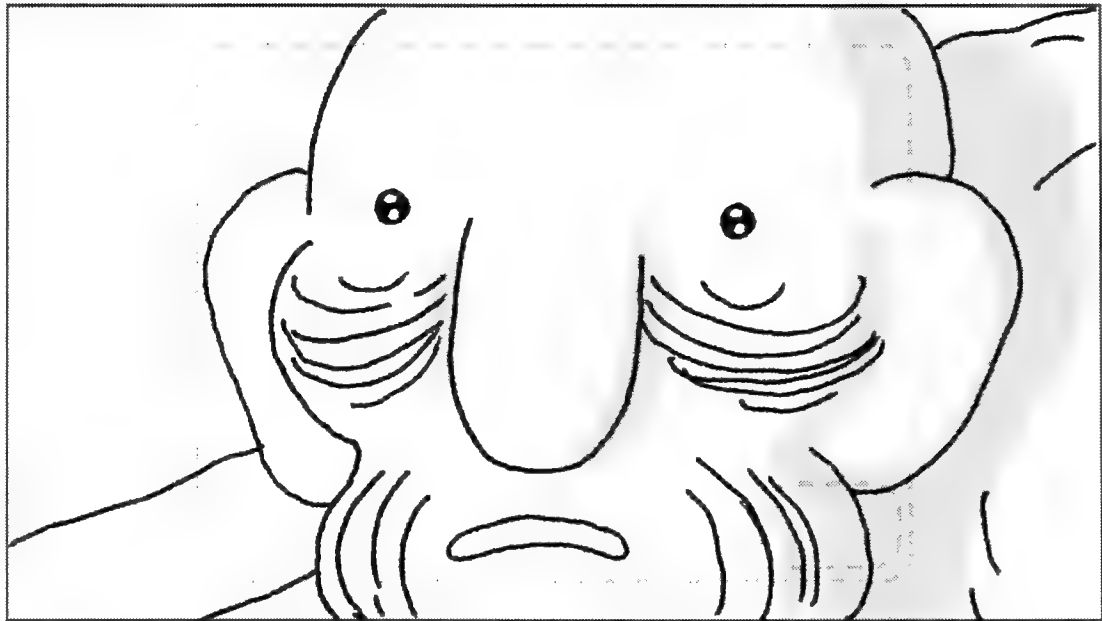


Sc. 148

Pnl. A

Bg.

day night



Sc. 148

Pnl. B

Bg.

day night



Dialog	(A) SEND MY MIND INTO ... SPACE ... SO I MAY SPEND THE EONS AMONG
Action:	THE STARS AND OTHER BRILLIANT GASSES .
Timing:	

EPISODE # 1034-228  
Production :

ADVENTURE TIME



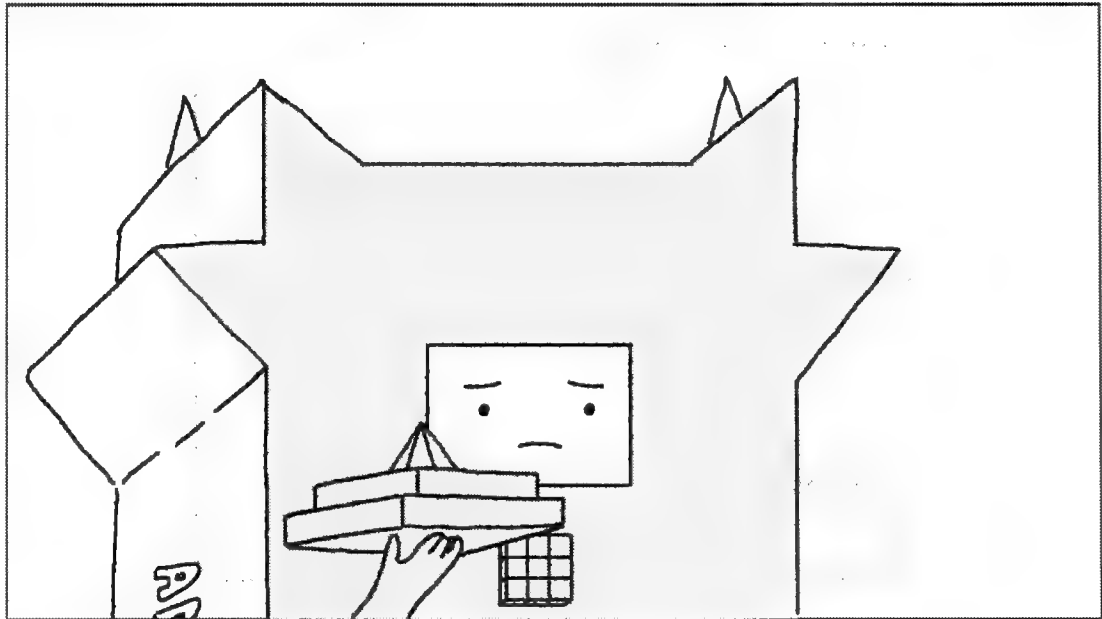
Page 182

Sc. 149

Pnl. A

Bg.

day night

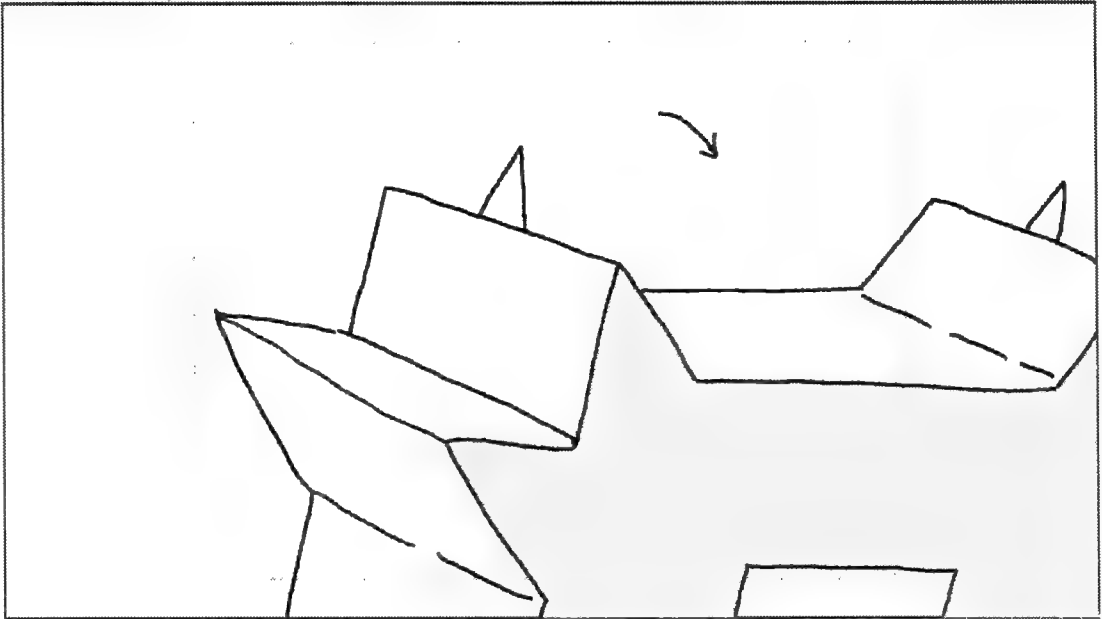


Sc. 149

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

1034-228

EPISODE #

Production :

ADVENTURE TIME



Sc. 150

Pnl. A

Bg.

day night

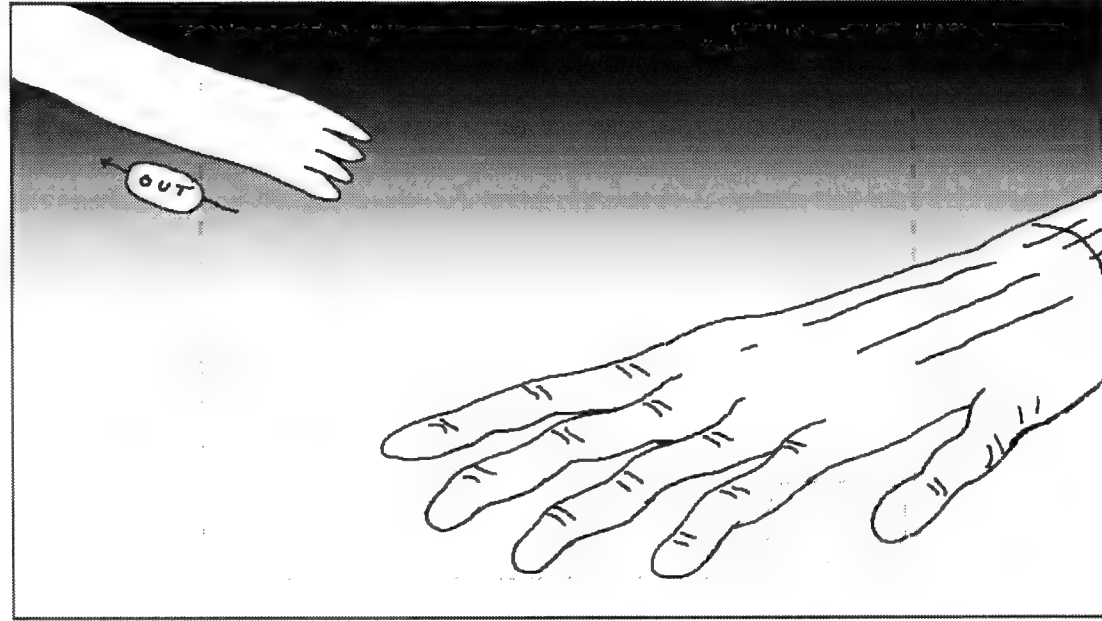


Sc. 150

Pnl. B

Bg.

day night



Dialog:	HIS HANDS WERE AS COLD AS CLAY.
Action:	
Timing:	

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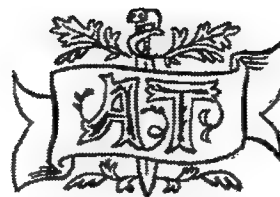
1034-228

EPISODE #

Production :

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# ADVENTURE TIME



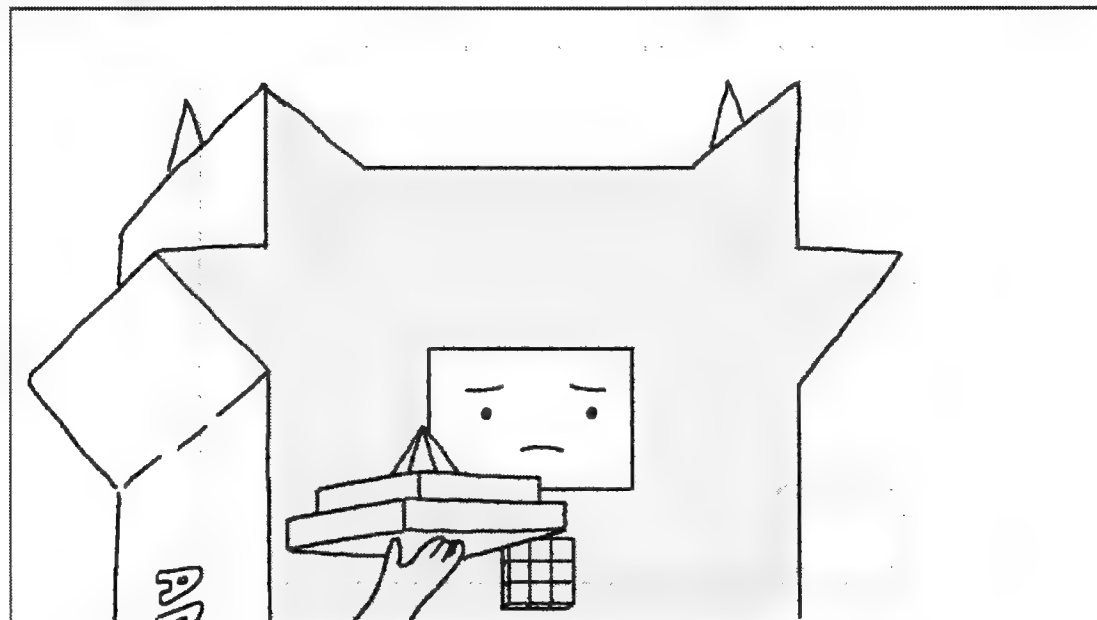
Page 184

Sc. 151

Pnl. A

Bg.

day night

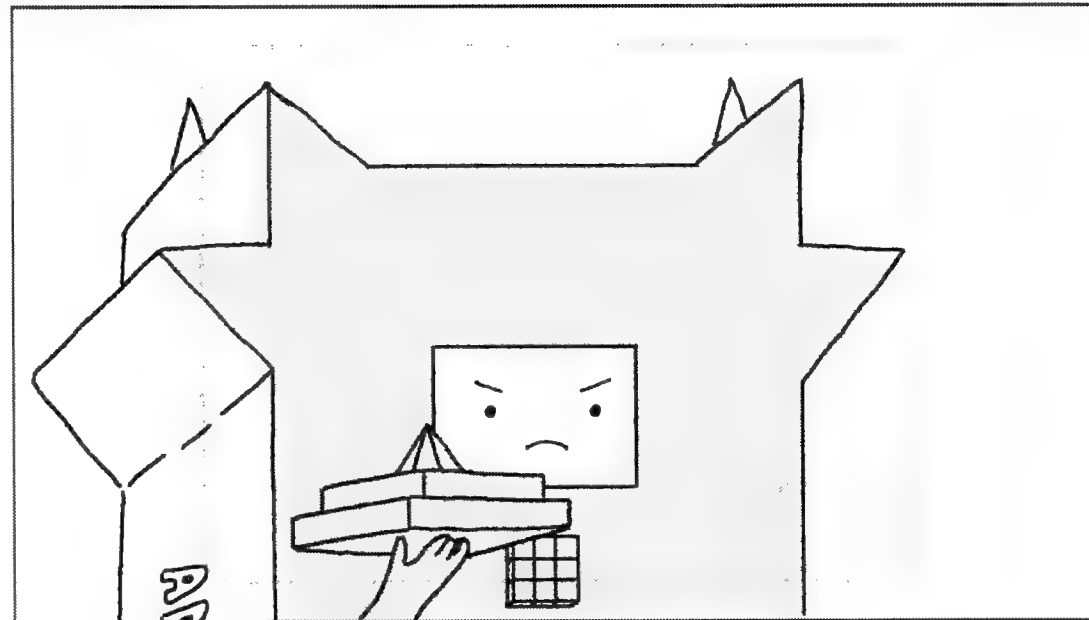


Sc. 151

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME

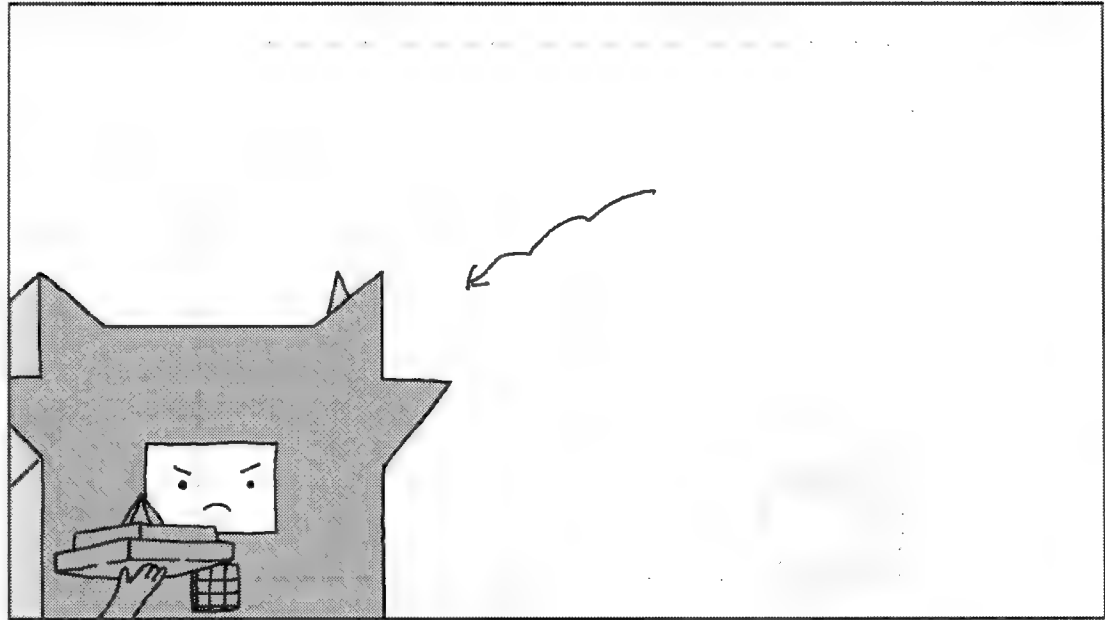


Sc. 151

Pnl. C

Bg.

day night

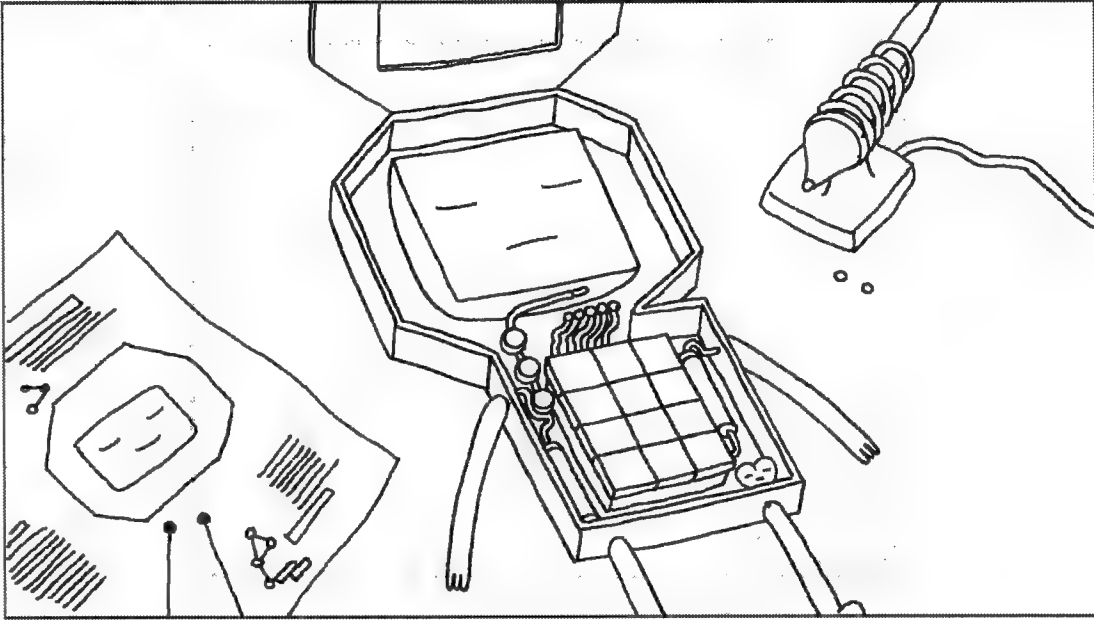


Sc. 152

Pnl. A

Bg.

day night



Dialog:

A/ OUR POPPA NEVER LOVED ME.

Action:

BACKS INTO THE SHADOWS.

Timing:

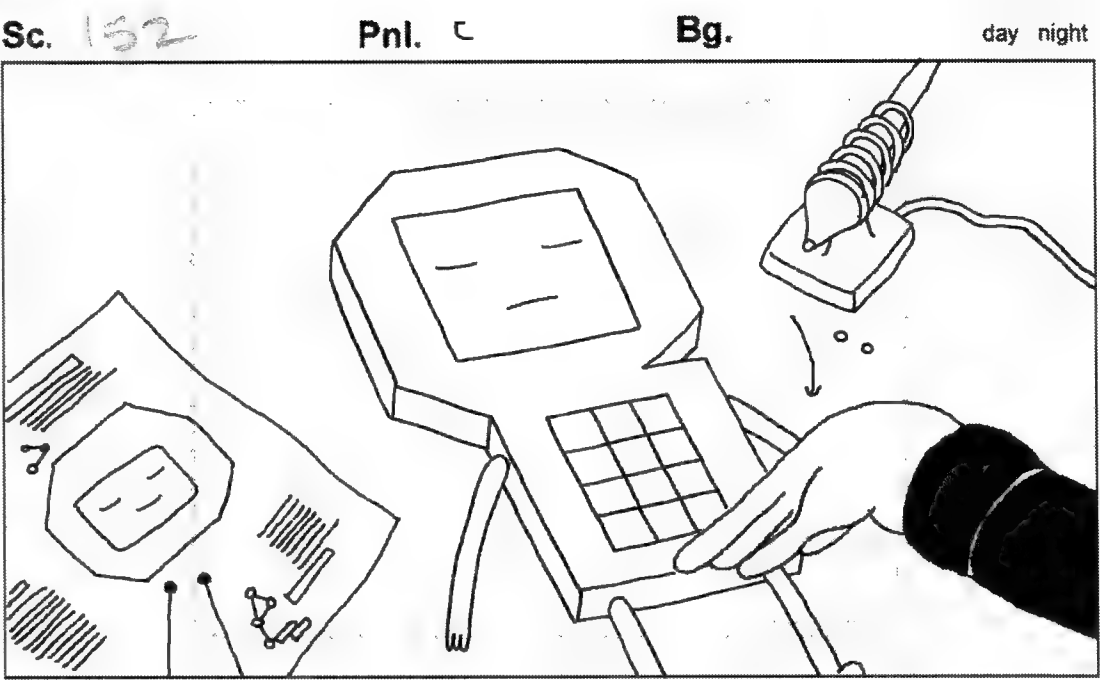
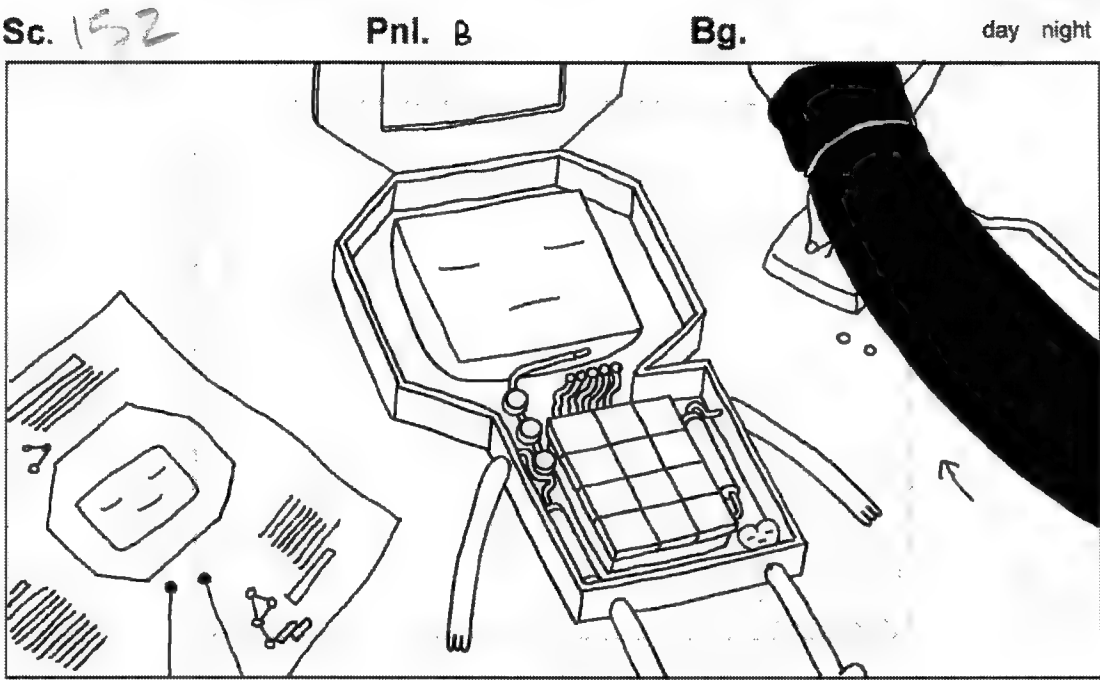
1034-228

EPISODE #

Production :

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# ADVENTURE TIME



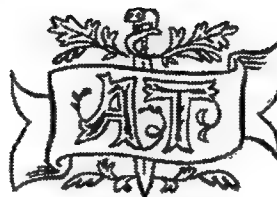
Dialog:	(A) I USED HIS KNOWLEDGE OF SFX = CLICK =
Action:	
Timing:	

EPISODE # 1034-228  
Production :



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# ADVENTURE TIME



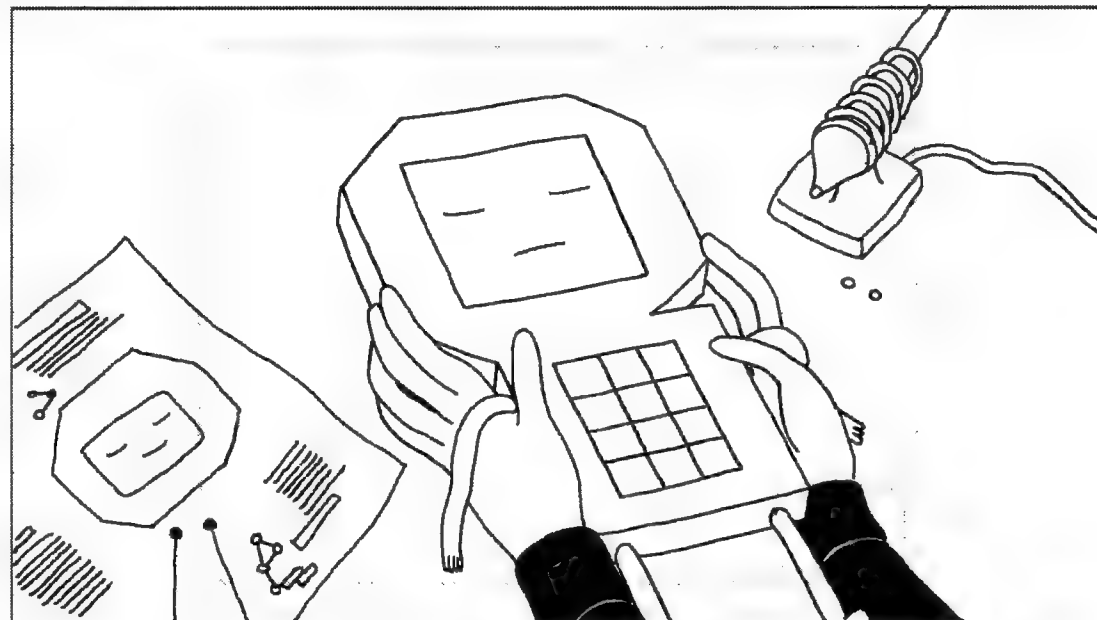
Page 187

Sc. 152

Pnl. 0

Bg.

day night

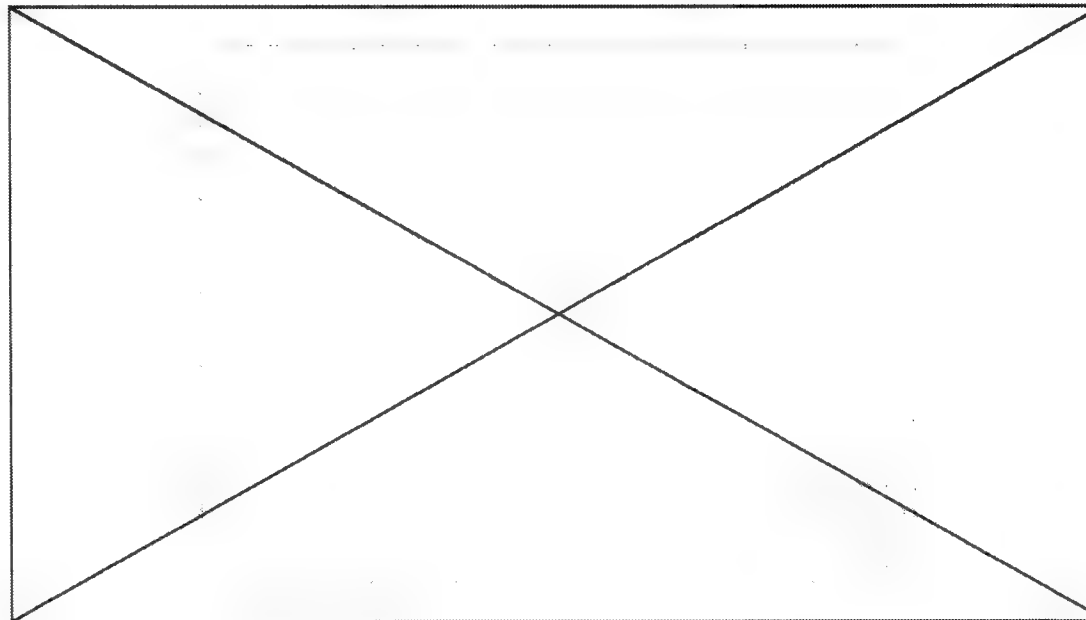


Sc. -

Pnl. -

Bg. -

day night



Dialog:

A (CONT) THE FACTORY AND ITS

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME

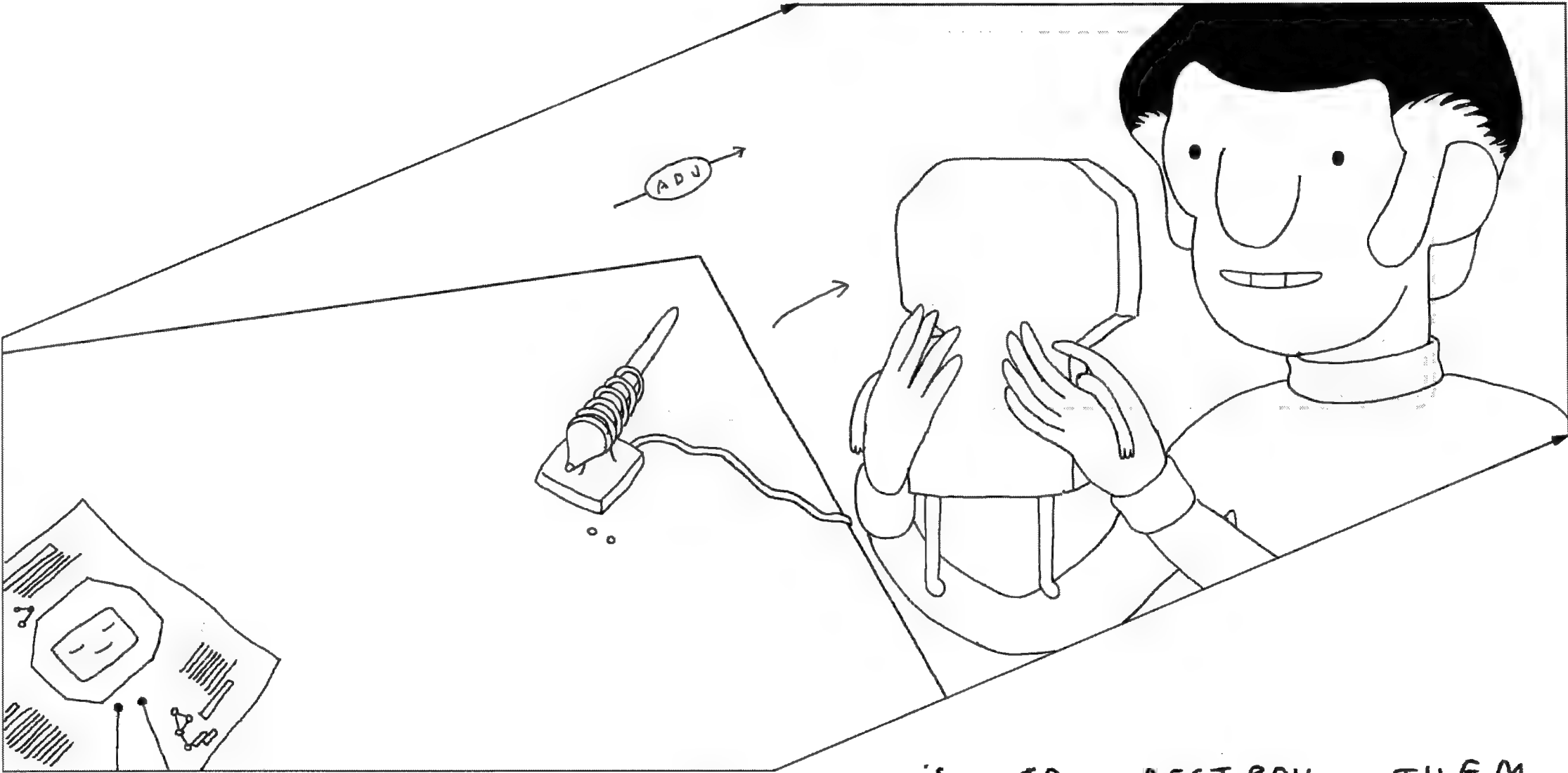


Sc. 152

Pnl. E

Bg.

day night



A/ (CONT) MOIS TO DESTROY THEM

EPISODE # 1034-228

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# ADVENTURE TIME

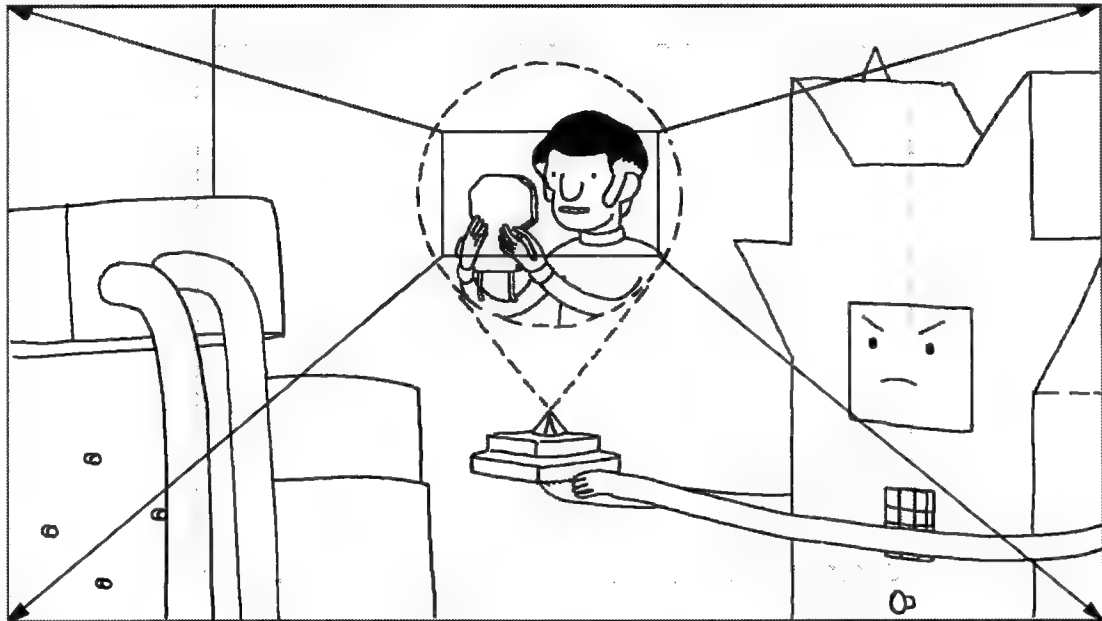


Sc. 153

Pnl. A

Bg.

day night

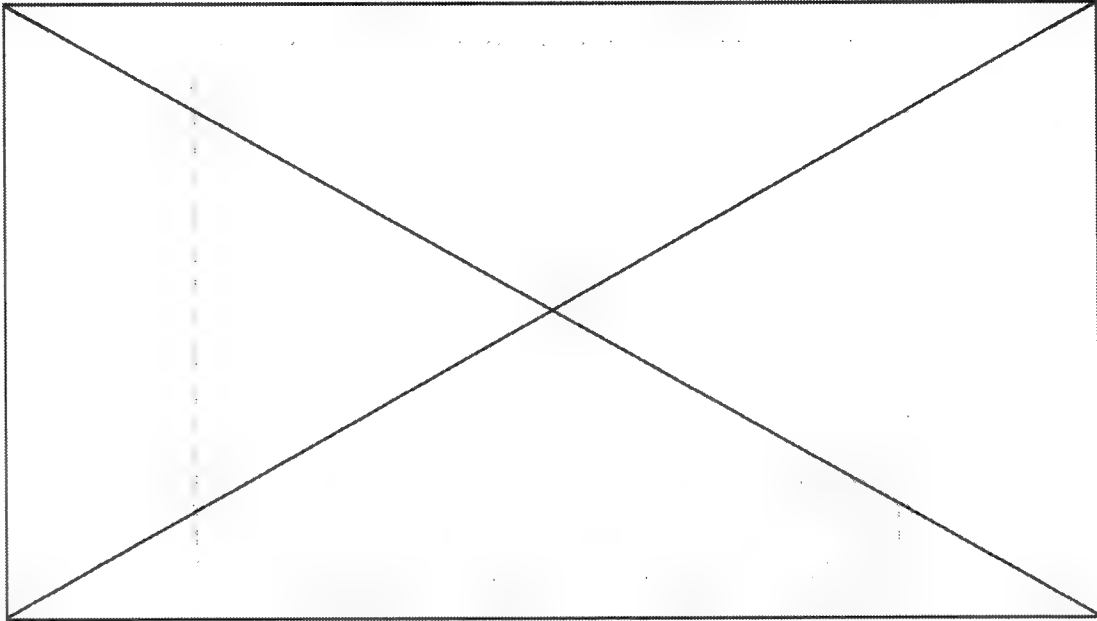


Sc. -

Pnl. -

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # **1034-228**  
Production :

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ADVENTURE TIME

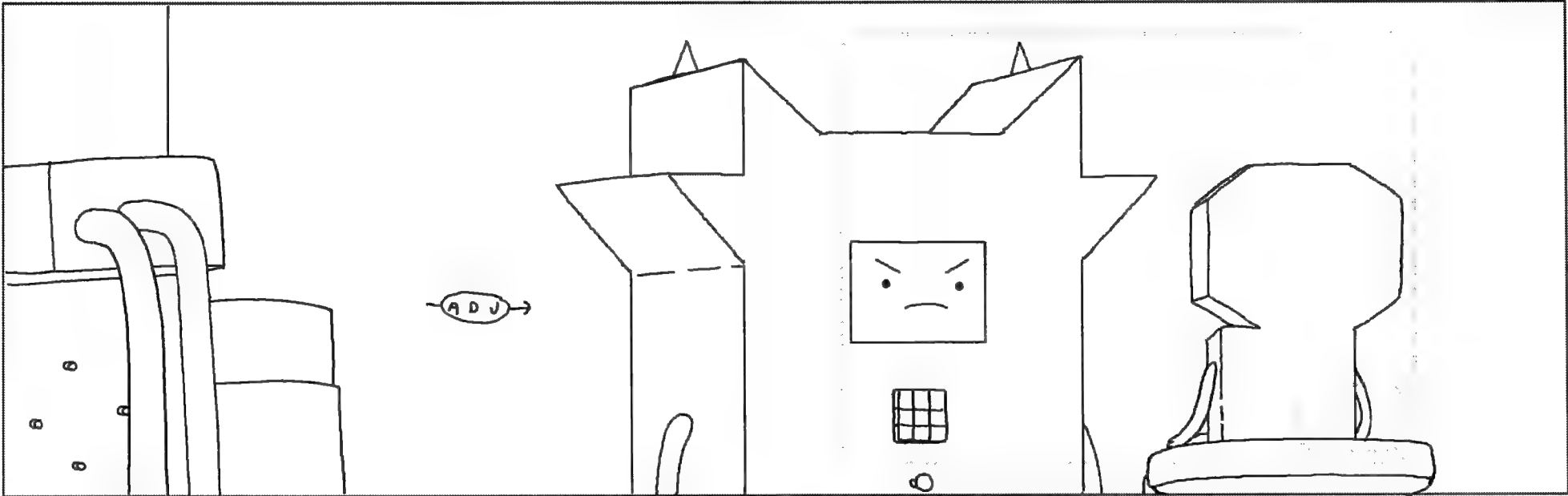


Sc. 153

Pnl. B

Bg.

day night



Dialog:

(A) THEY DIDN'T LOVE ME  
EITHER.

Action:

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

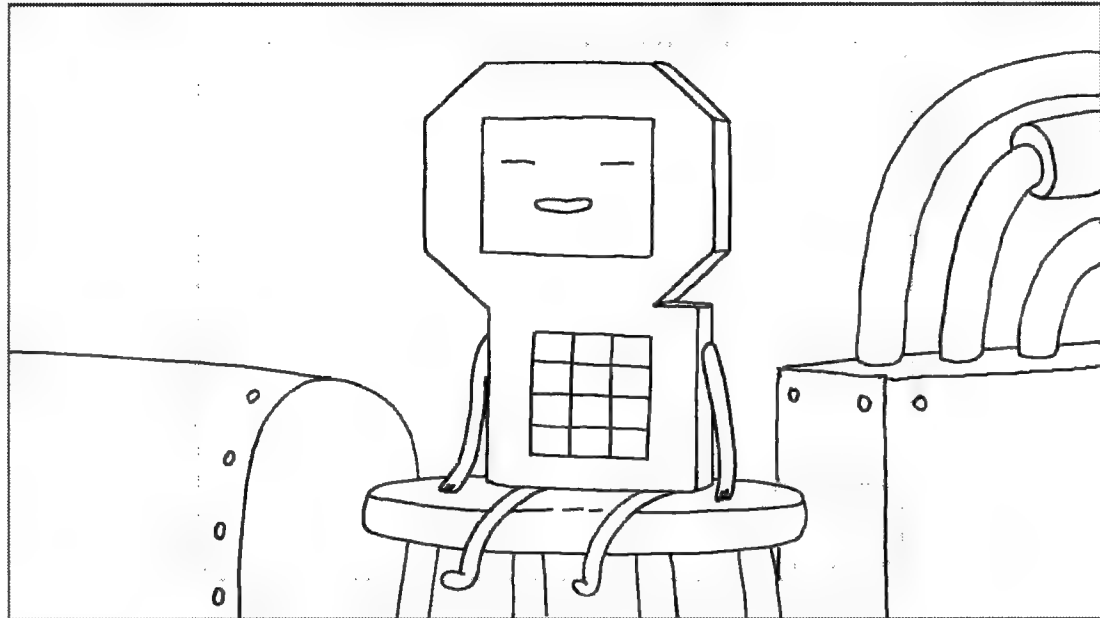


Sc. 154

Pnl. A

Bg.

day night

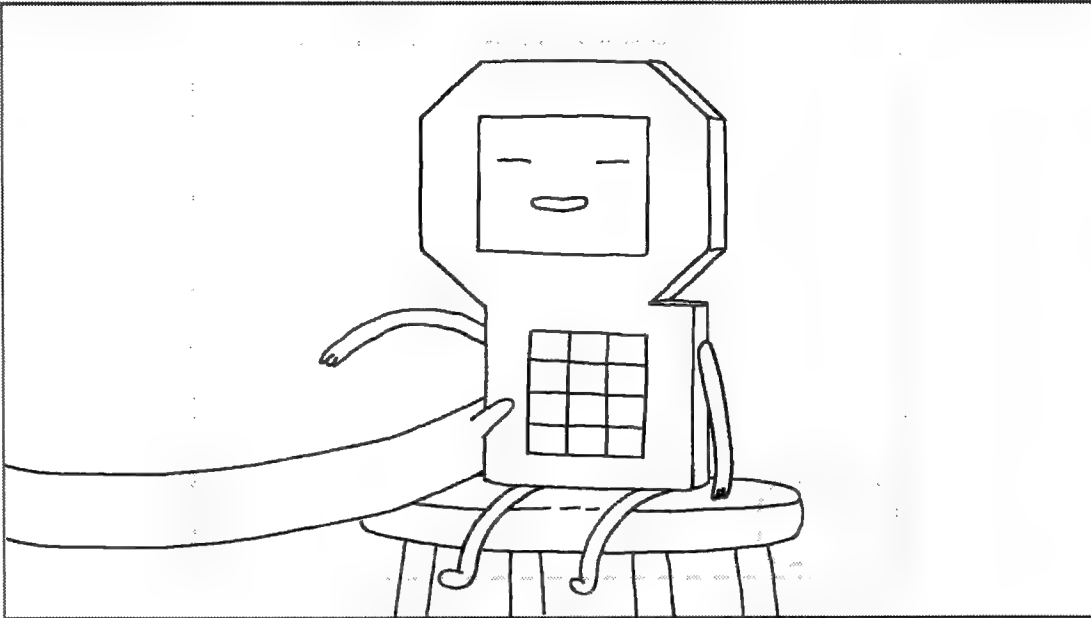


Sc. 154

Pnl. B

Bg.

day night



Dialog:
Q HAH <u>A</u> ! WHAT'RE YOU DOIN', AMO!
Action:
Timing:

1034-228  
EPISODE #  
Production :

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# ADVENTURE TIME

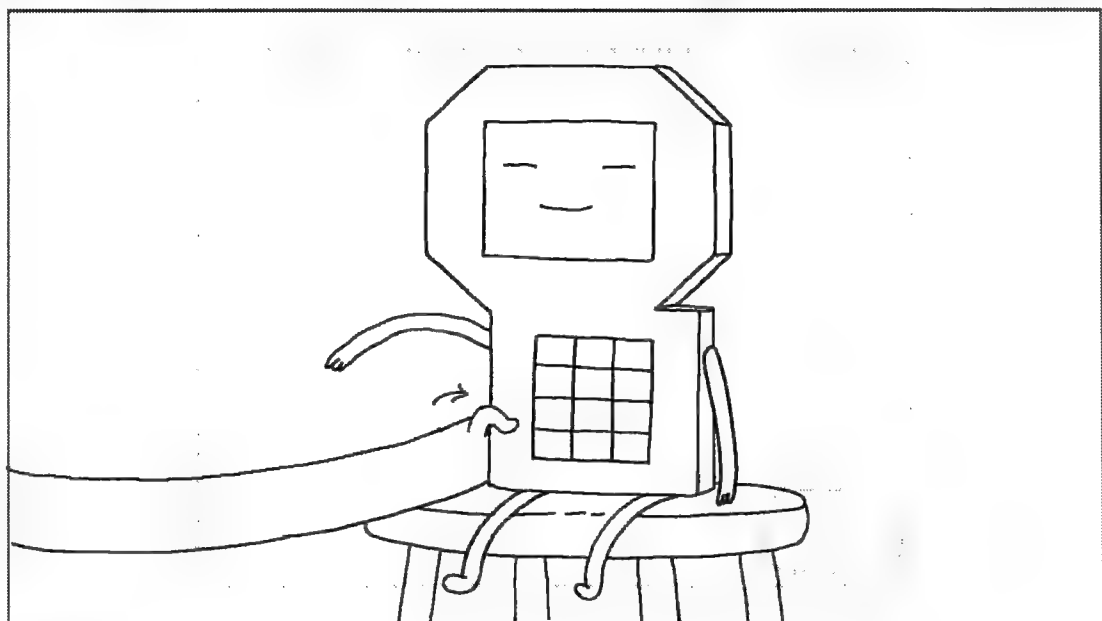


Sc. 154

Pnl. c

Bg.

day night

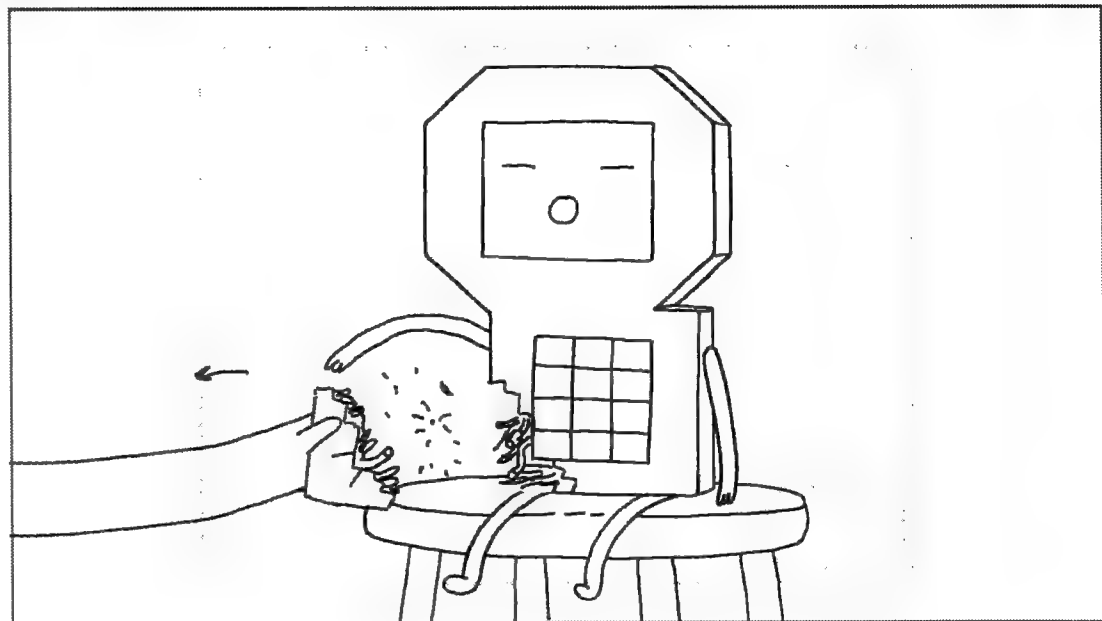


Sc. 154

Pnl. D

Bg.

day night



Dialog:	<p>(SFX) SNAP!</p>
Action:	
Timing:	

EPISODE # 1034-228  
Production :

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ADVENTURE TIME

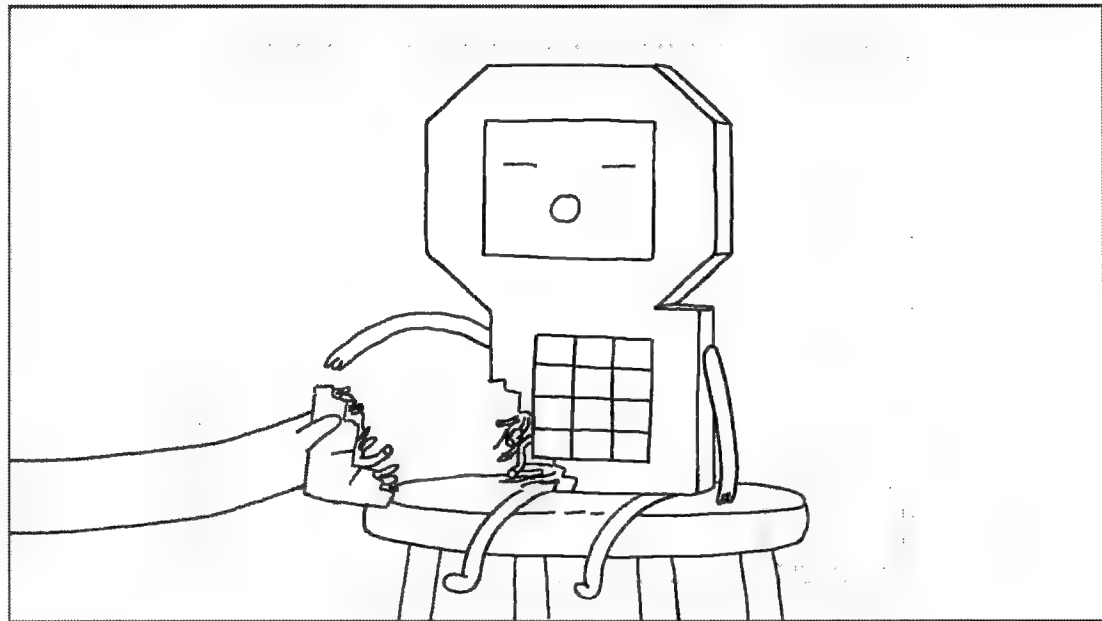


Sc. 154

Pnl. E

Bg.

day night

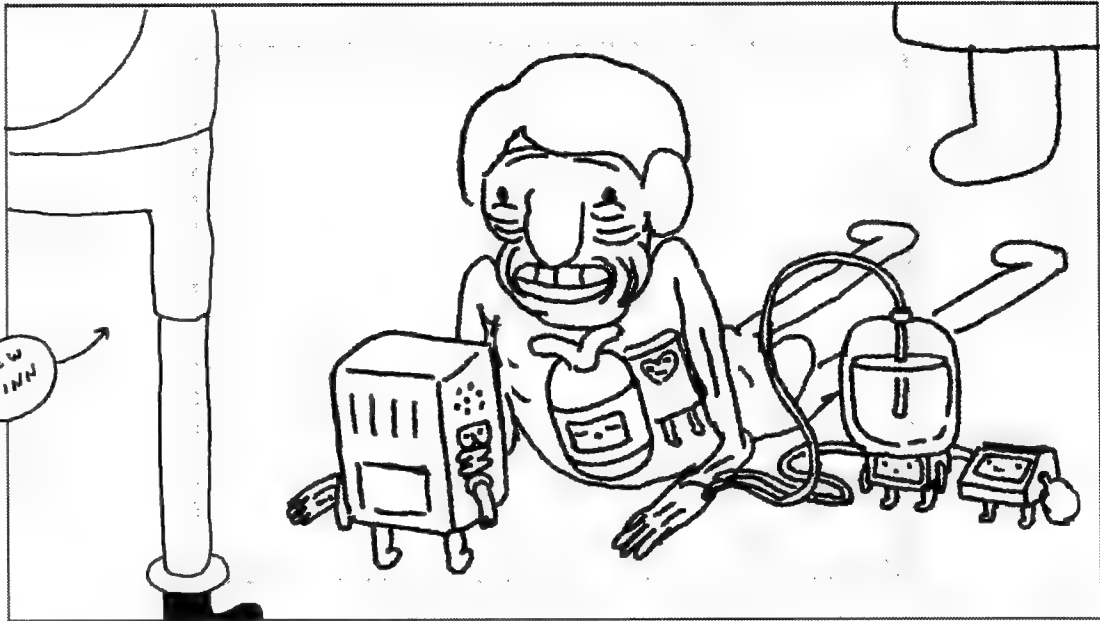


Sc. 155

Pnl. A

Bg.

day night



Dialog:	<p>⓪ <u>NOOOOO</u> ,</p> <p>ⓐ THEN I LEARNED ABOUT YOU AND YOUR NEW</p>
Action:	
Timing:	<p>(FROM "BE MORE")</p>

1034-228

EPISODE #

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ADVENTURE TIME



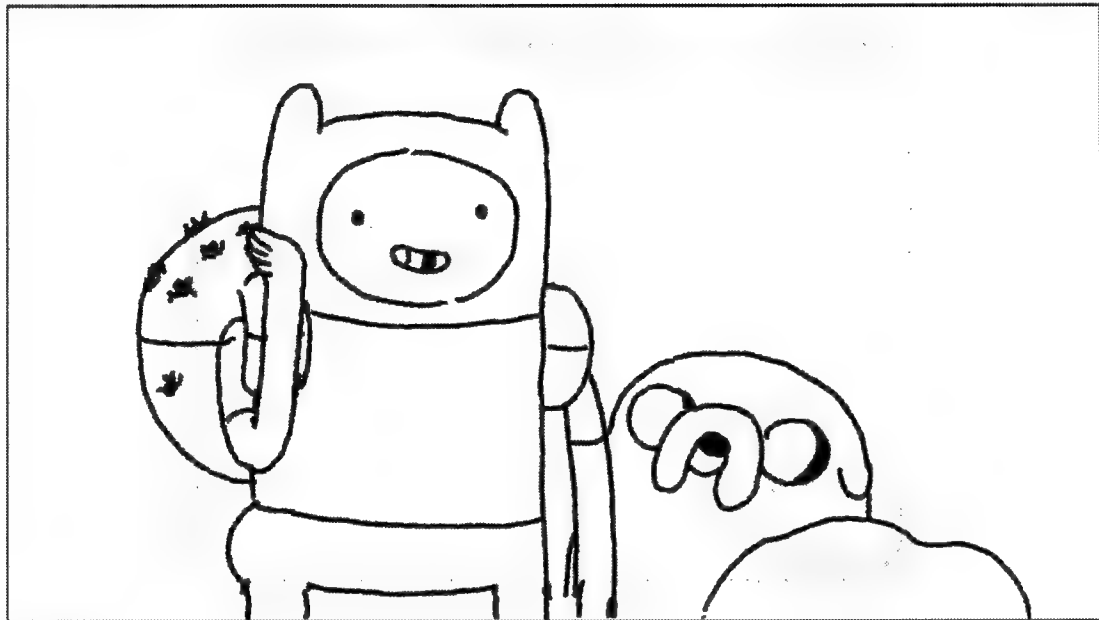
Page 194

Sc. 156

Pnl. A

Bg.

day night

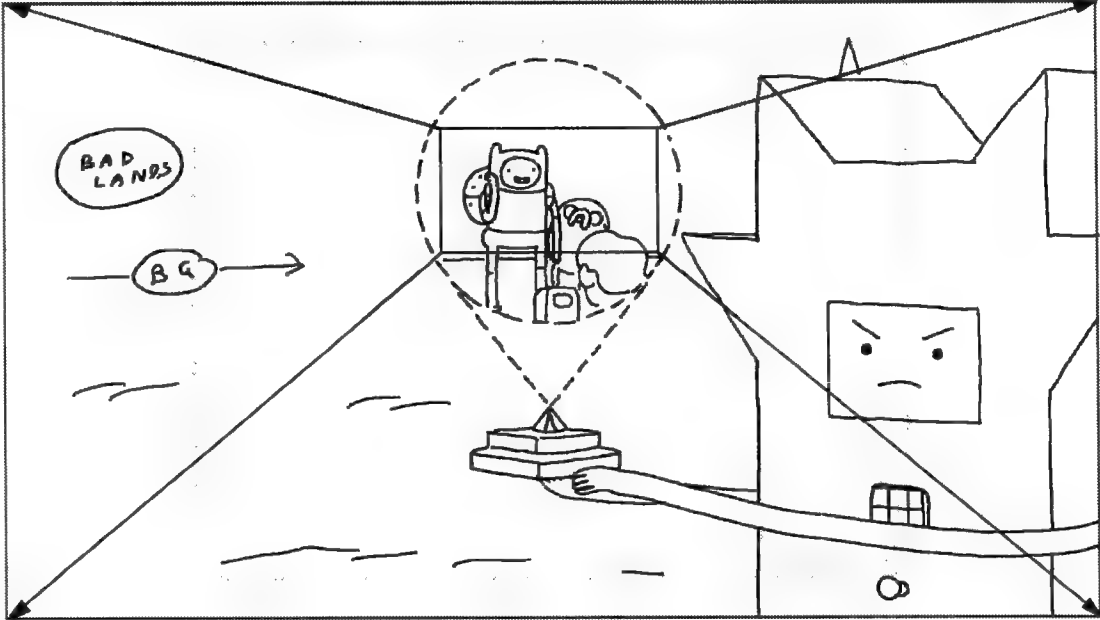


Sc. 157

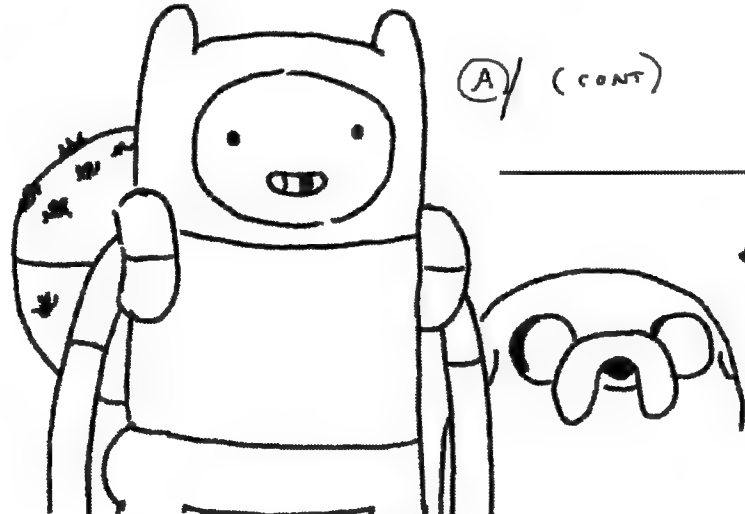
Pnl. A

Bg.

day night



Dialog:



(A) (CONT)

FAMILY.

(A)

I WANTED A -

Action:

← START POS.

WALKING

Timing:

1034-228

EPISODE #

Production :



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ADVENTURE TIME

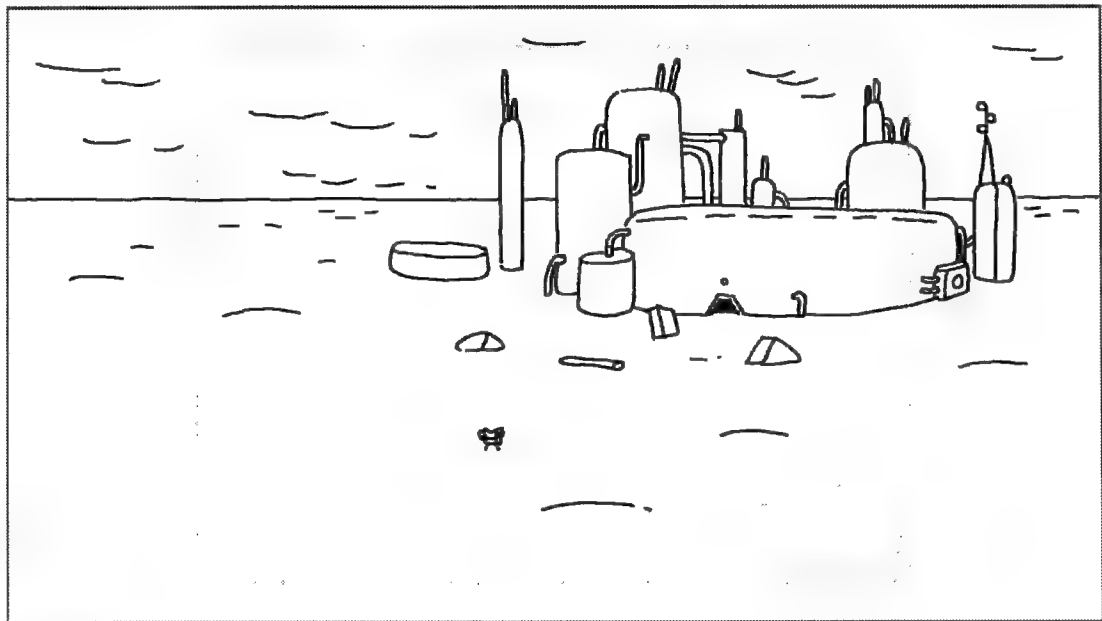


Sc. 158

Pnl. A

Bg.

day night

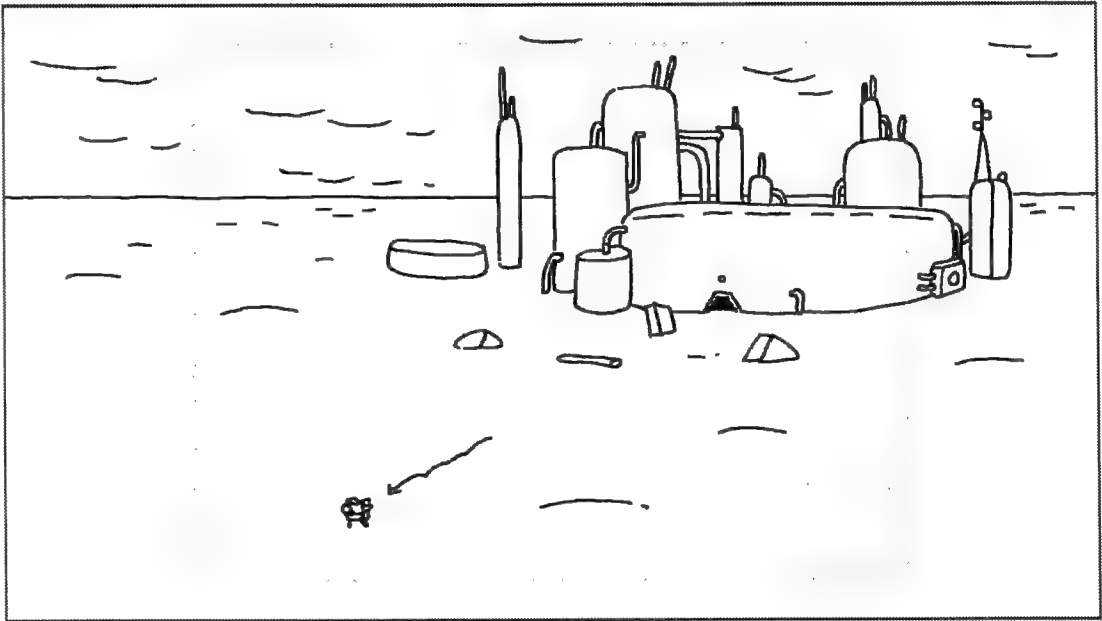


Sc. 158

Pnl. B

Bg.

day night



Dialog:

(A) (CONT) TASTE OF THAT MELON.

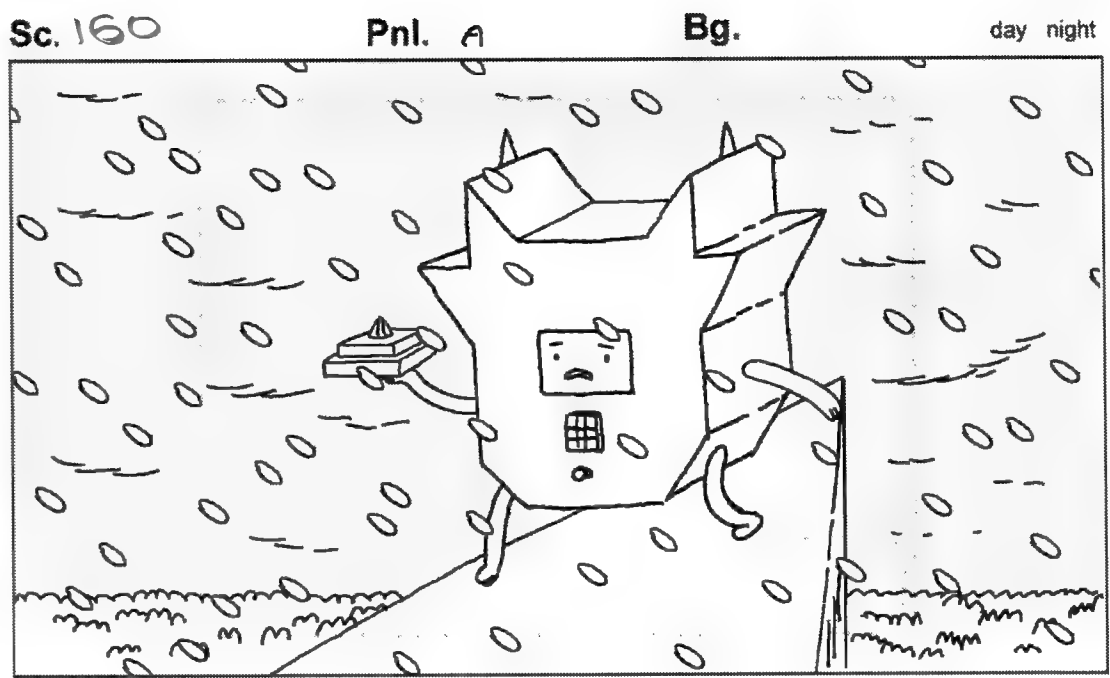
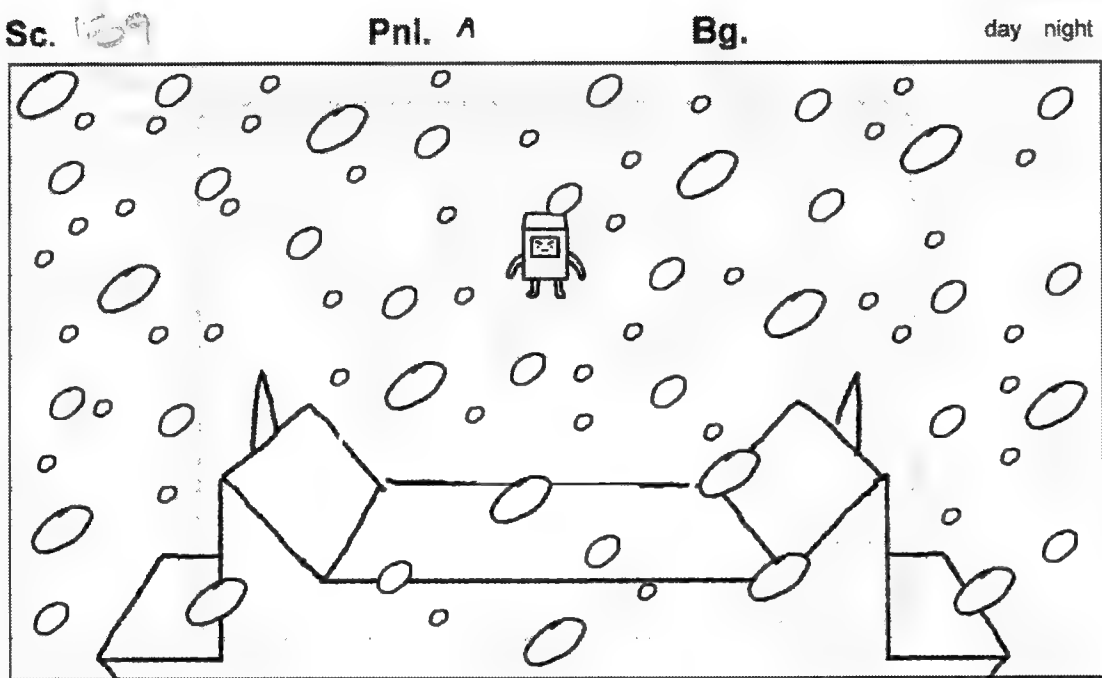
Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME



Dialog:	WIND WHISTLING	(A) PEOPLE IN MY LIFE DON'T LOVE ME,
Action:		
Timing:		

1034-228

EPISODE #

Production :

ADVENTURE TIME

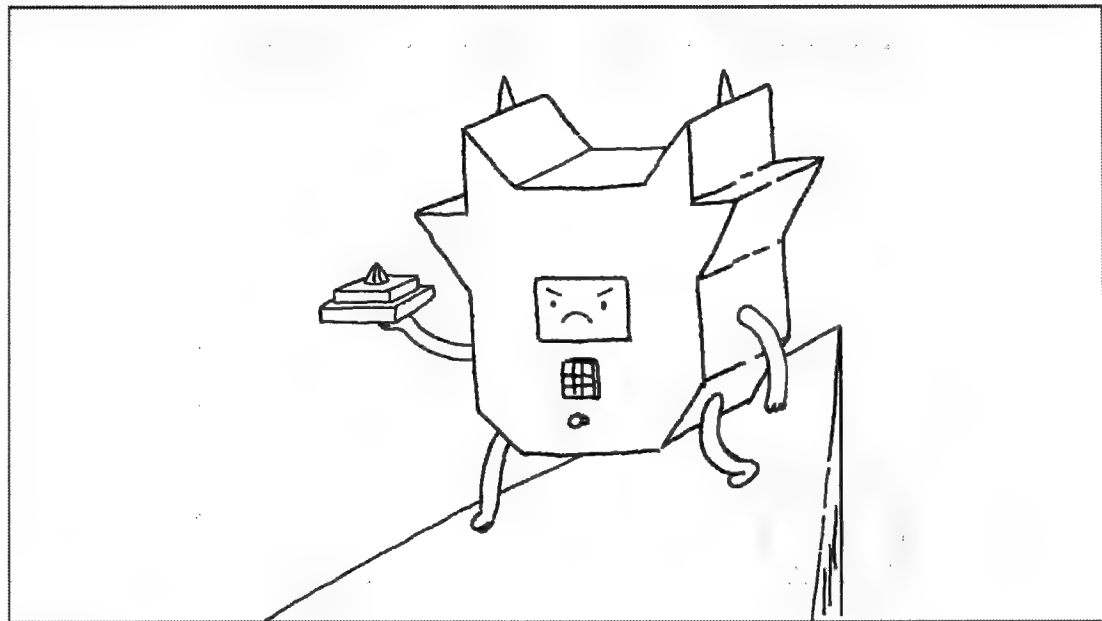


Sc. 160

Pnl. B

Bg.

day night

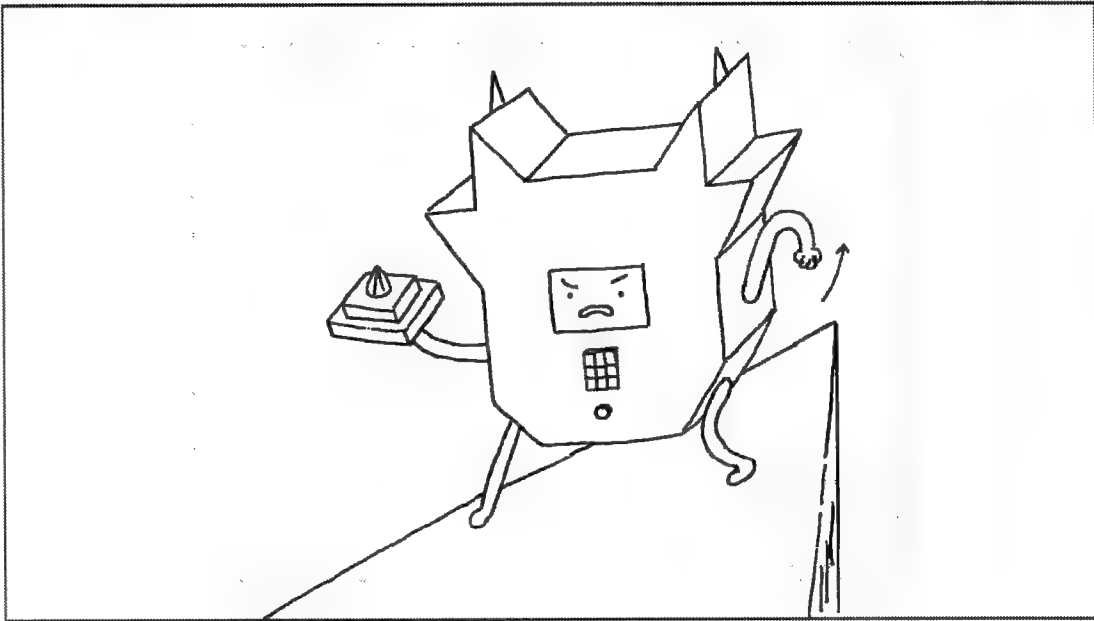


Sc. 160

Pnl. C

Bg.

day night

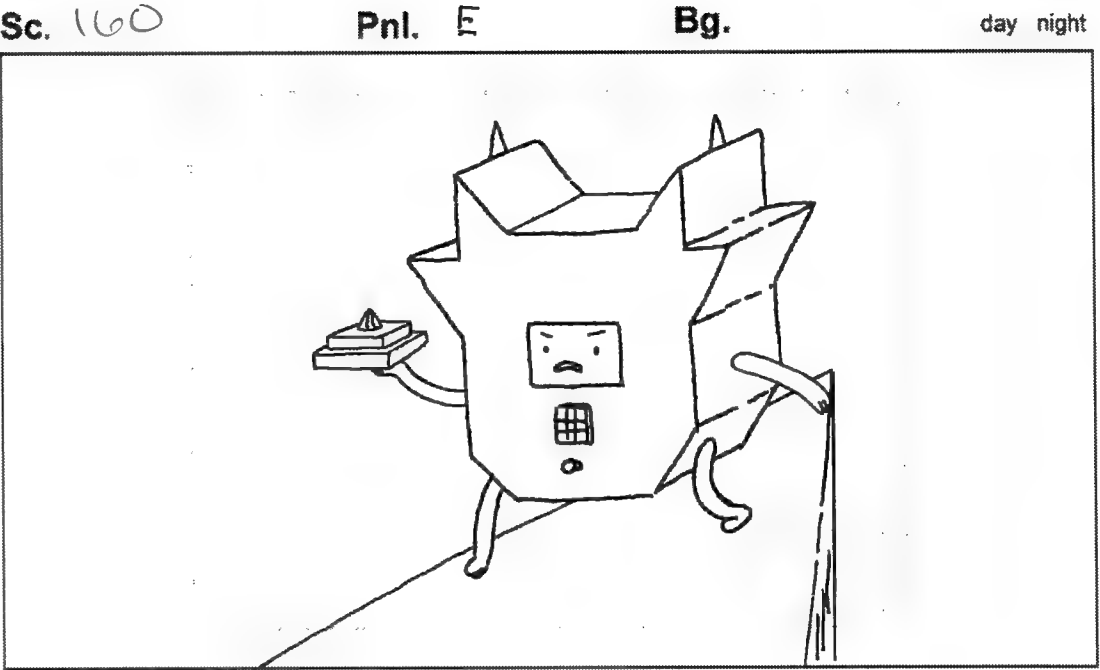
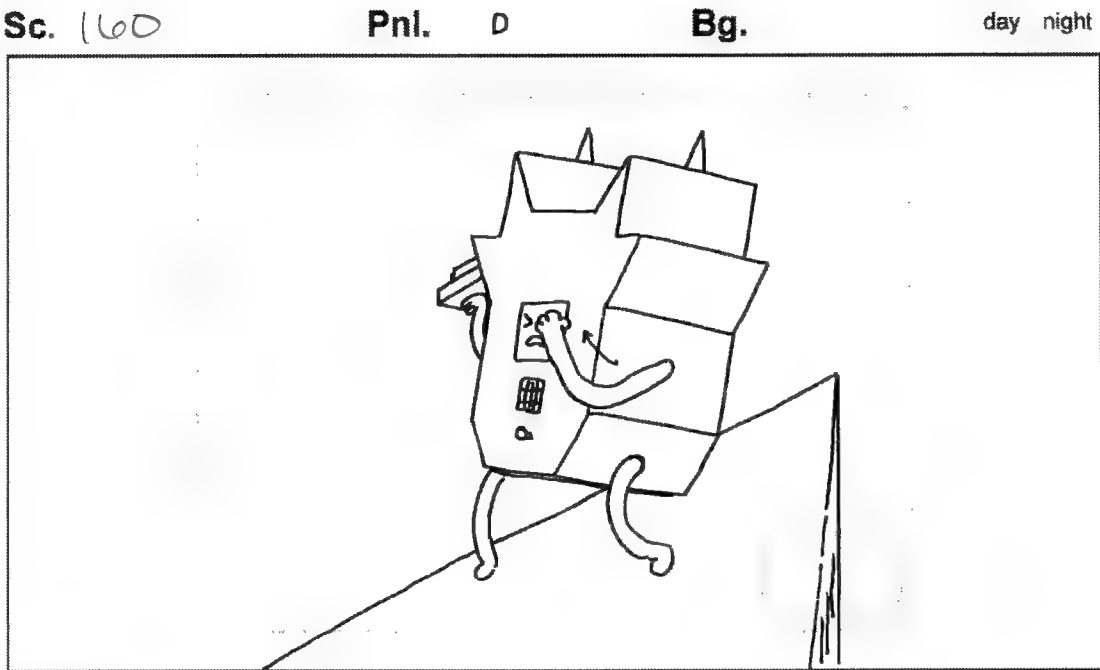


Dialog:
①/ I'll -
Action:
Timing:

EPISODE # 1034-228  
Production :

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ADVENTURE TIME



Dialog:	<p>Ⓐ/(CONT) - OBLITERATE YA'LL.</p> <p>Ⓐ IF I GET RID OF EVERYONE EVERYWHERE EXCEPT</p>
Action:	<p>FOR ONE FAMILY , -</p>
Timing:	

EPISODE # 1034-228  
Production :

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ADVENTURE TIME

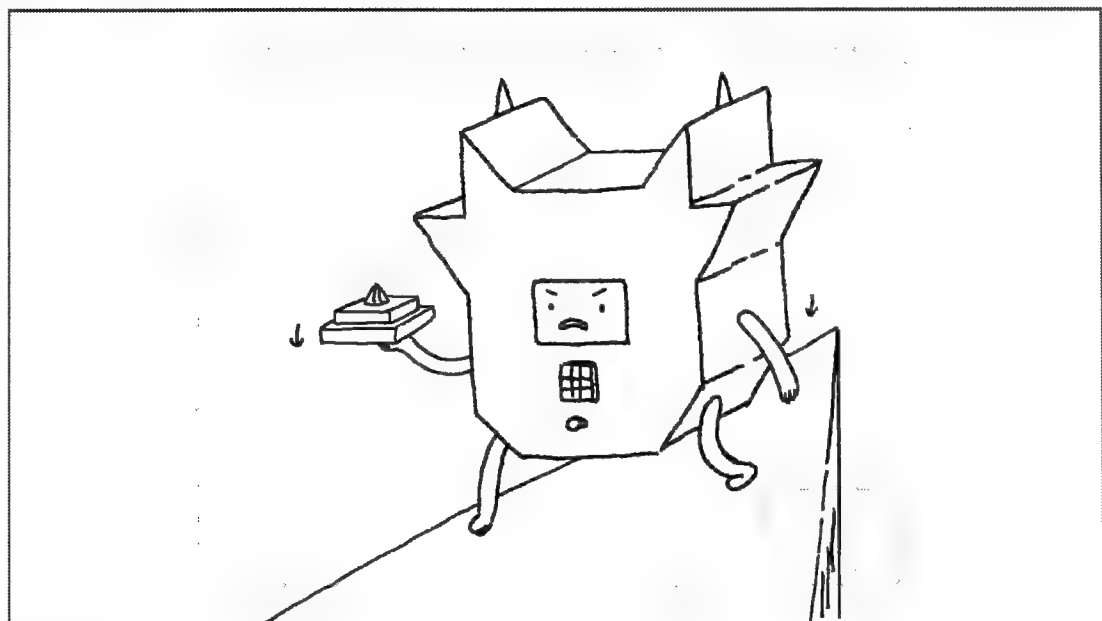


Sc. 100

Pnl. F

Bg.

day night

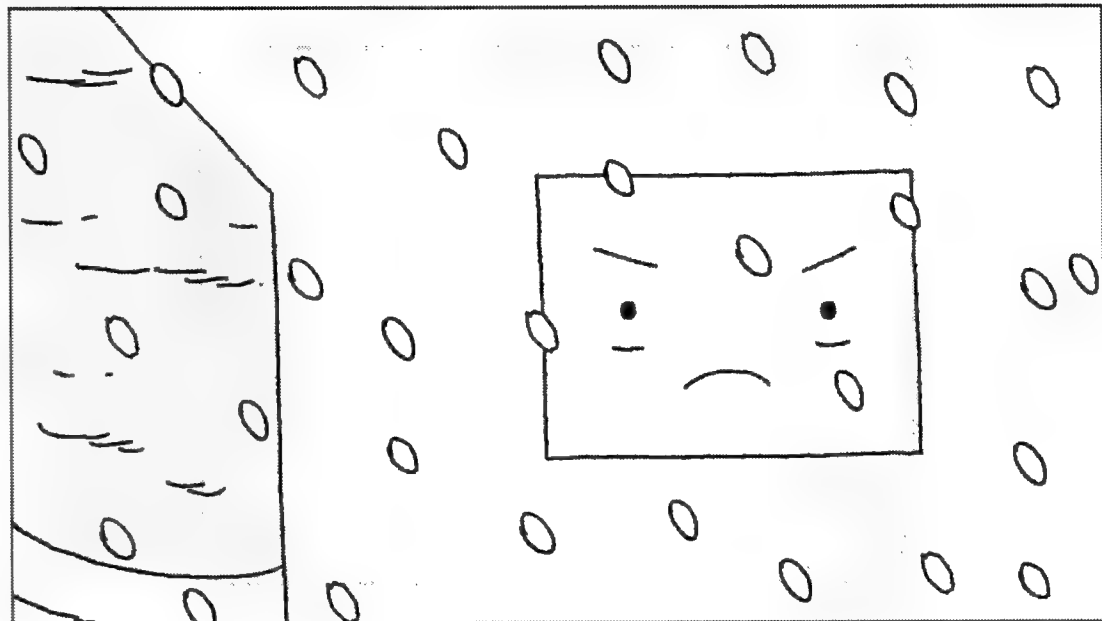


Sc. 101

Pnl. A

Bg.

day night



Dialog:
(A) (CONT) THEN THAT FAMILY'S GOING TO LOVE ME .
Action:
Timing:

EPISODE # 1034-228  
Production :

ADVENTURE TIME

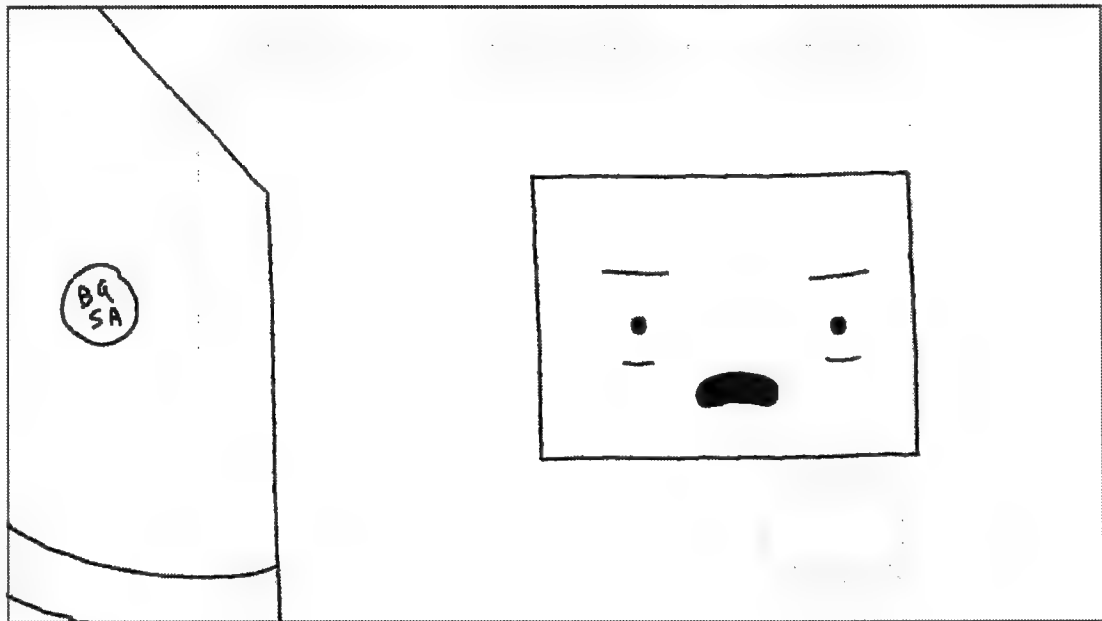


Sc. 101

Pnl. 8

Bg.

day night

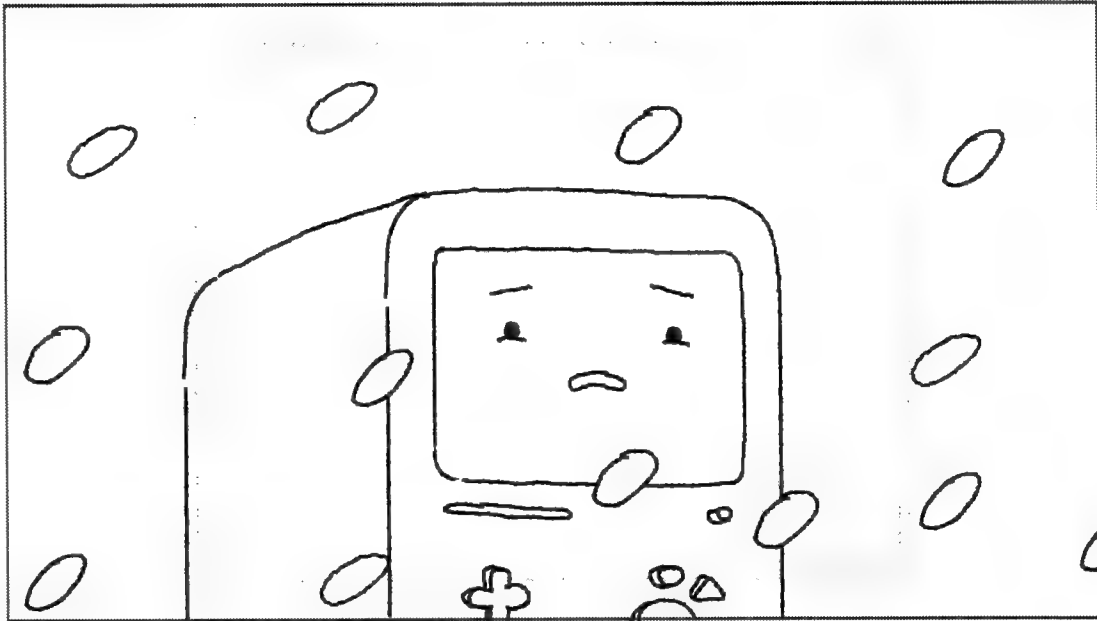


Sc. 102

Pnl. A

Bg.

day night

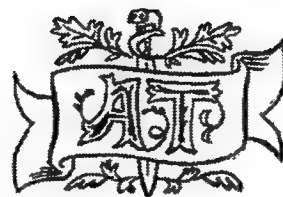


Dialog:	(A) YEAH, THAT'S WHAT I'VE BEEN THINKING ABOUT LATELY.	(BMO) GIVE ME THOSE MEMORIES. YOU WON'T
Action:	DO ANYTHING MORE.,'	
Timing:		

1034-228  
EPISODE #  
Production :

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ADVENTURE TIME

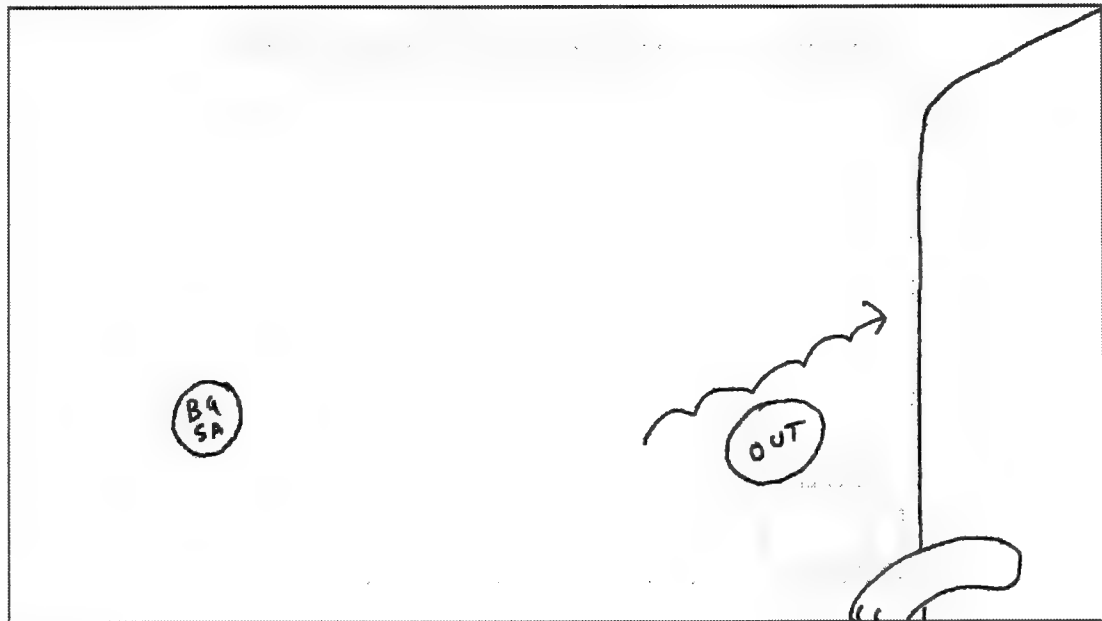


Sc. 102

Pnl. 8

Bg.

day night

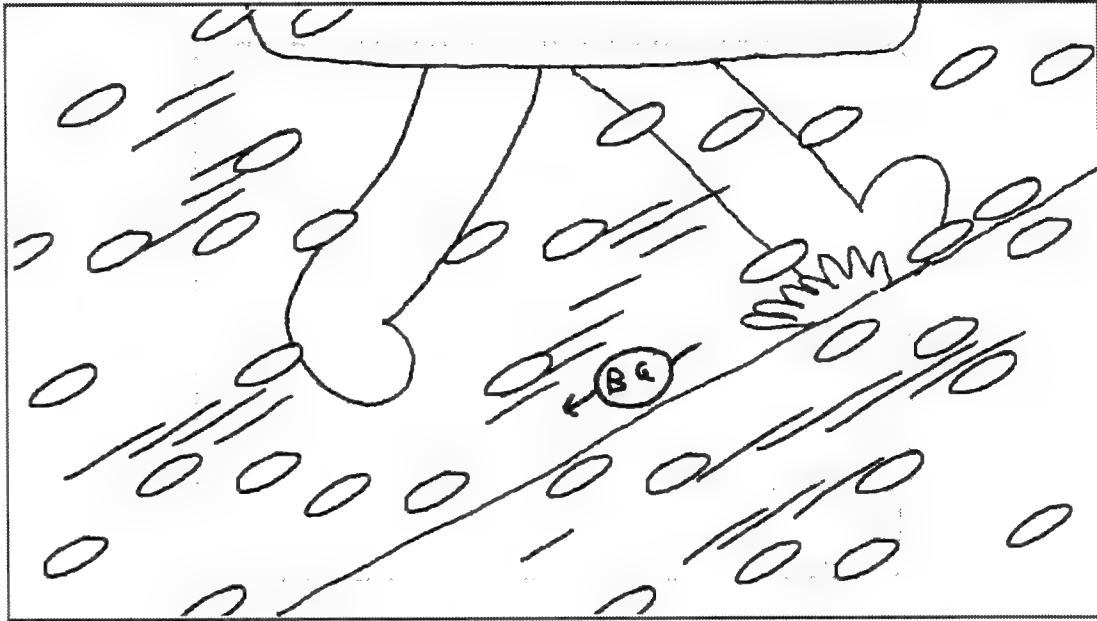


Sc. 103

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

A P O S E

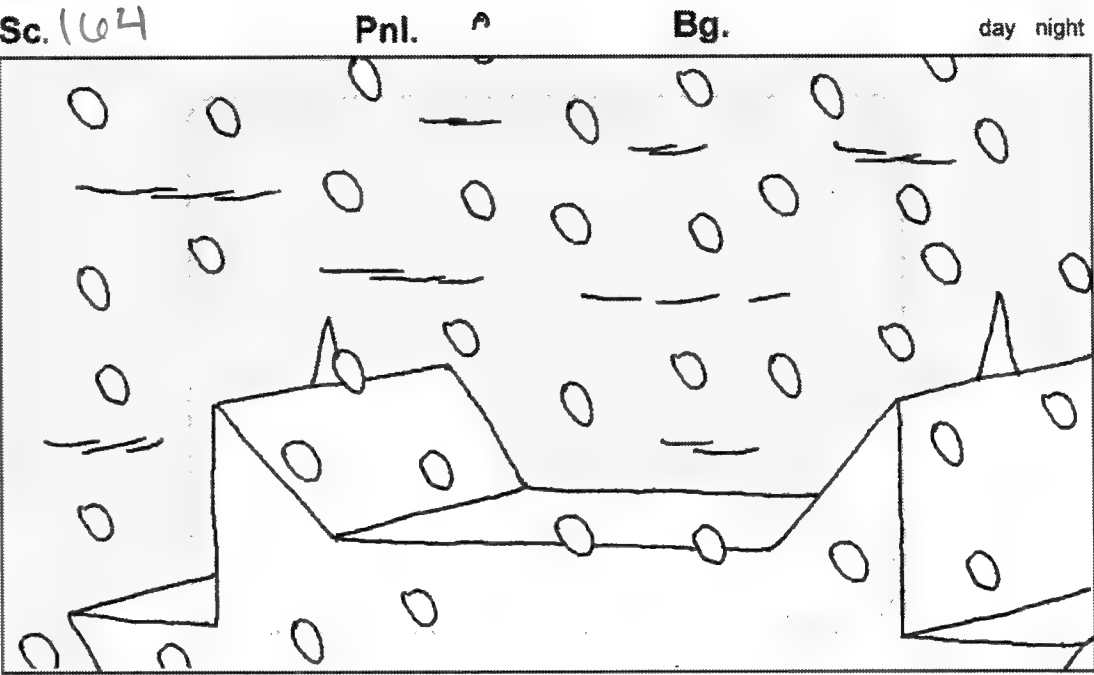
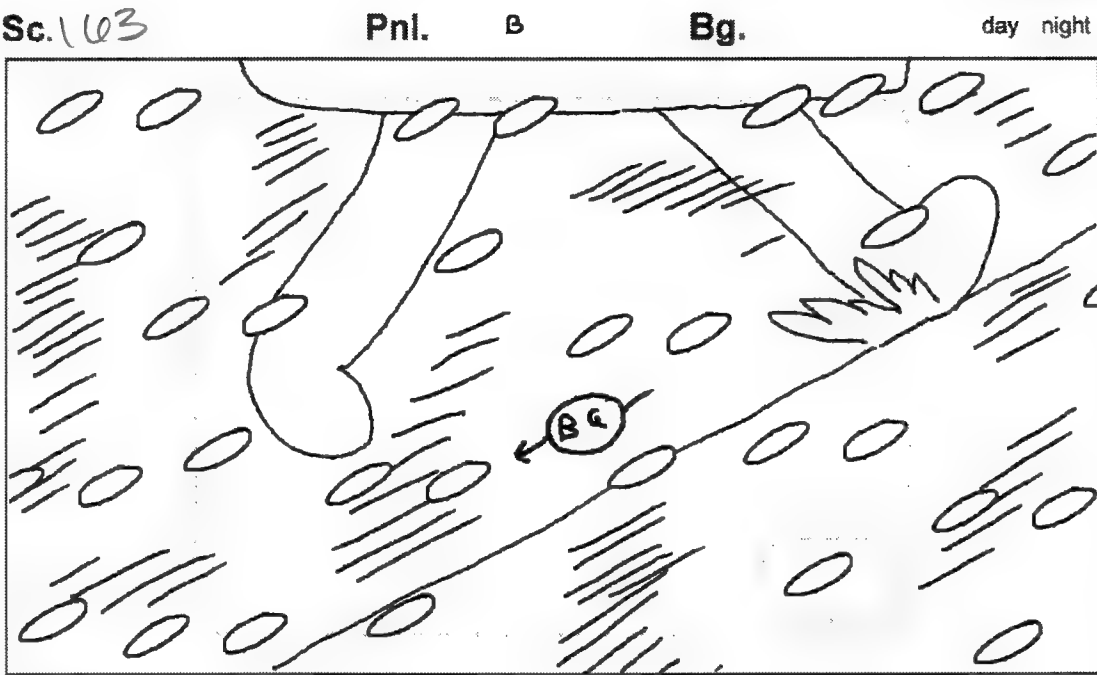
1034-228

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
Action: B pose
Timing:

EPISODE # 1034-228  
Production :



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ADVENTURE TIME

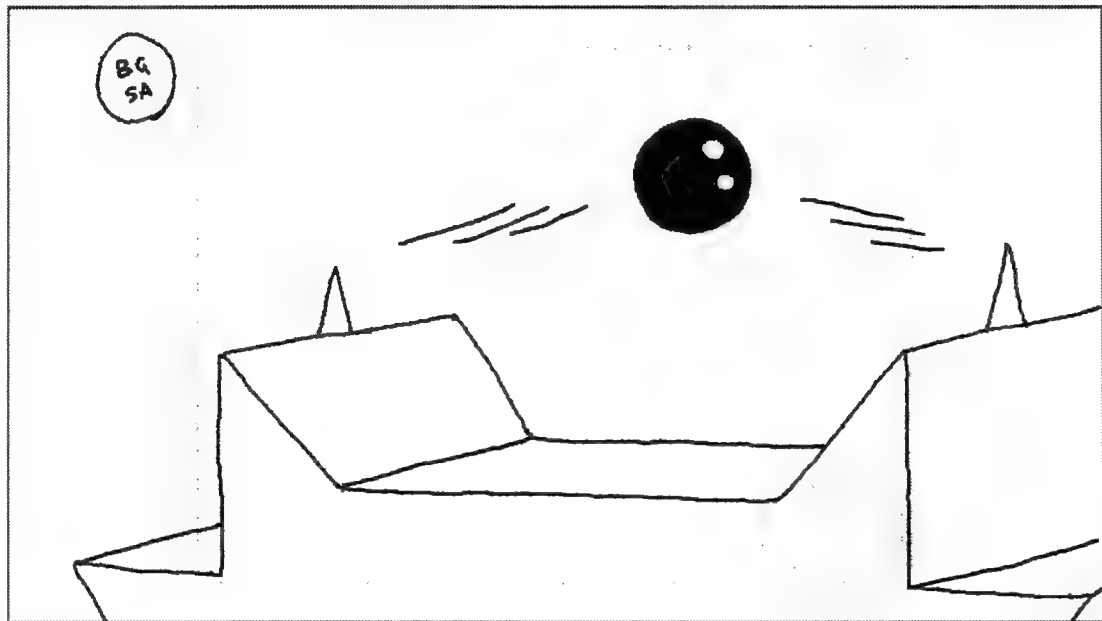


Sc. 104

Pnl. e

Bg.

day night

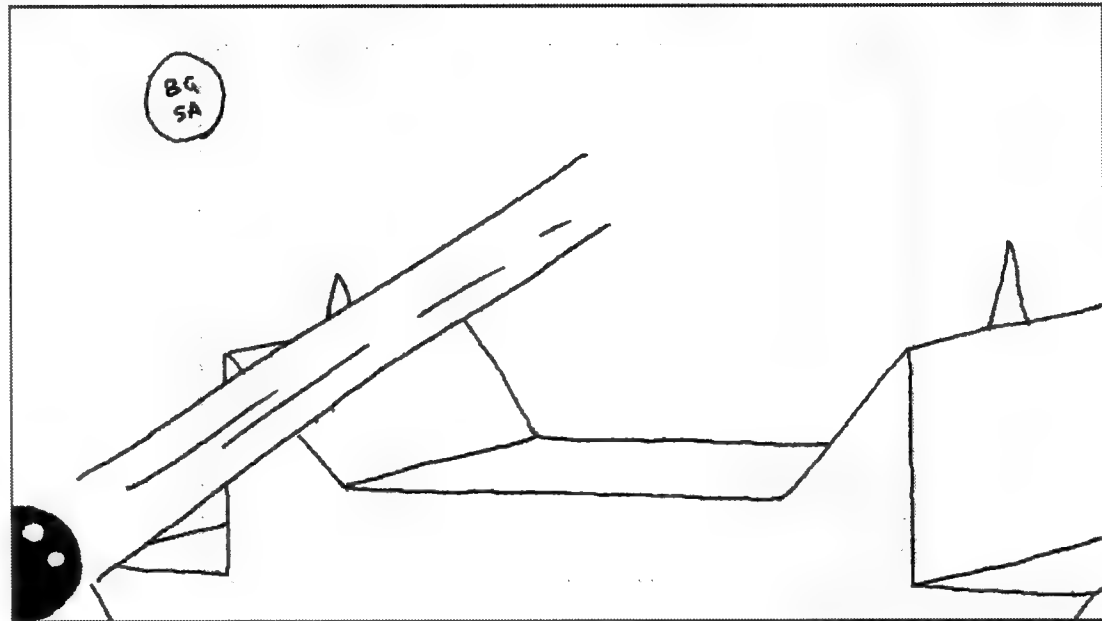


Sc. 104

Pnl. c

Bg.

day night



Dialog:

(SFX) / 2 O P! /

Action:

(SFX) / P S H O W! /

Timing:

EPISODE # 1034-228  
Production :

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ADVENTURE TIME



Sc. 164 Pnl. D Bg. day night

Sc. 164 Pnl. E Bg. day night

Dialog:
Action: CAM ZOOMS TO CATCH UP TO THE BALL.
Timing:

1034-228  
EPISODE #  
Production :

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ADVENTURE TIME

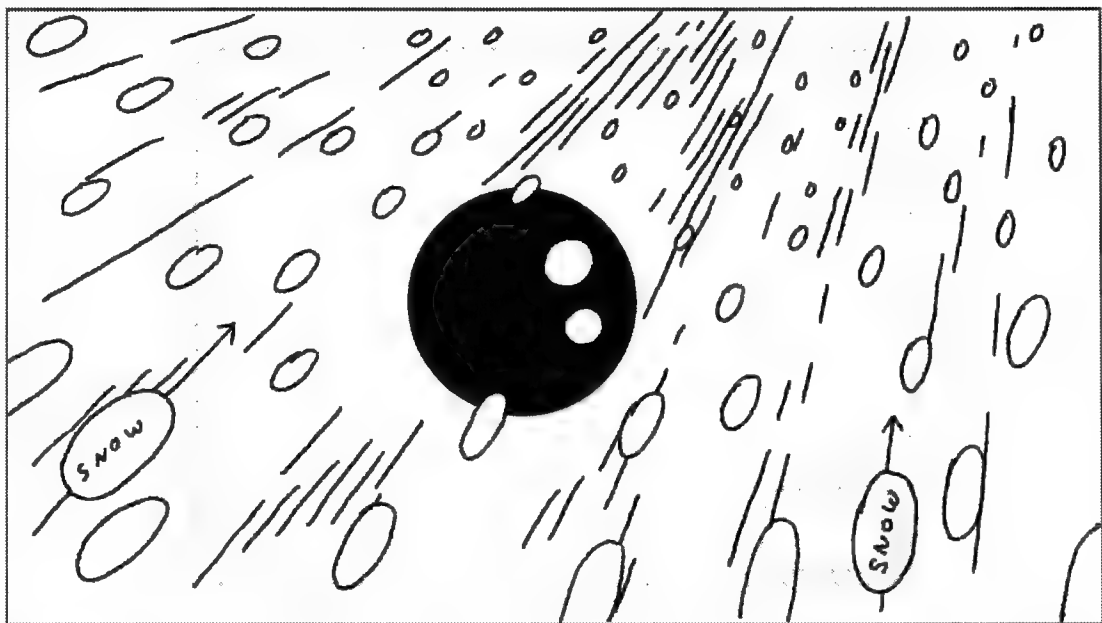


Sc. 164

Pnl. F

Bg.

day night

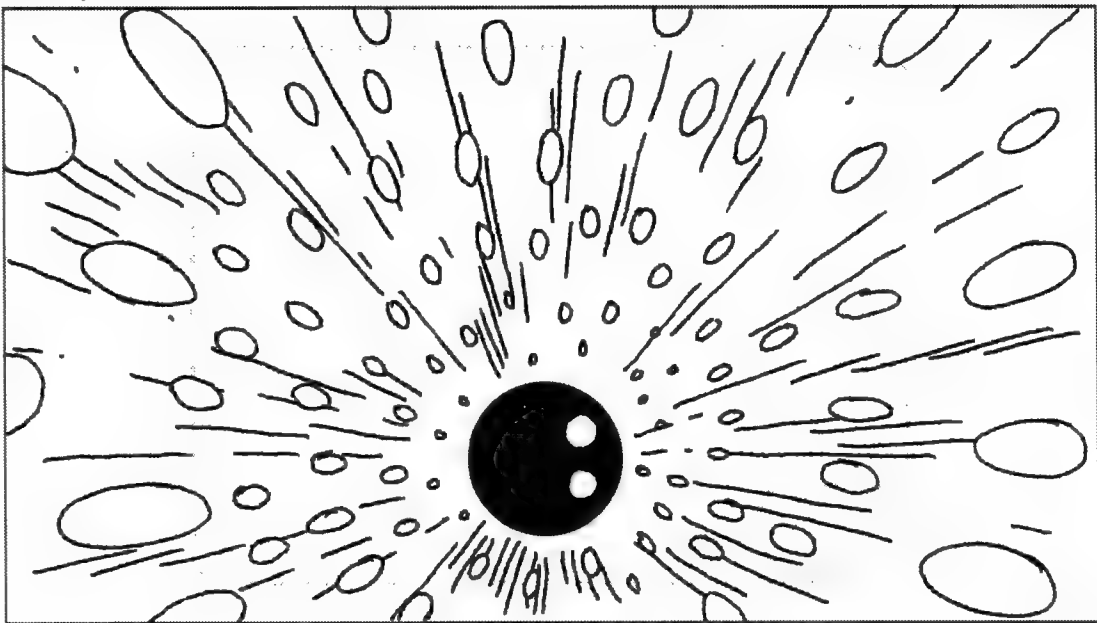


Sc. 164

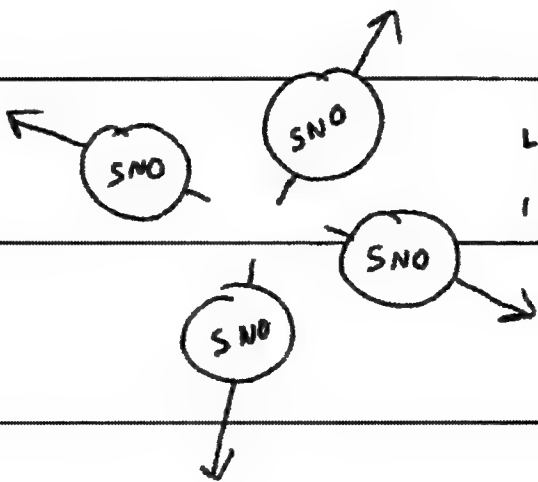
Pnl. G

Bg.

day night



Dialog:	
Action:	LIKE DRIVING IN THE SNOW
Timing:	AT NIGHT



EPISODE # 1034-228  
Production :

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ADVENTURE TIME



PANEL E

PANEL F

-

PANEL G

BALL      MOVEMENT / DIRECTION      REF.

Production :

EPISODE #

1034-228

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ADVENTURE TIME

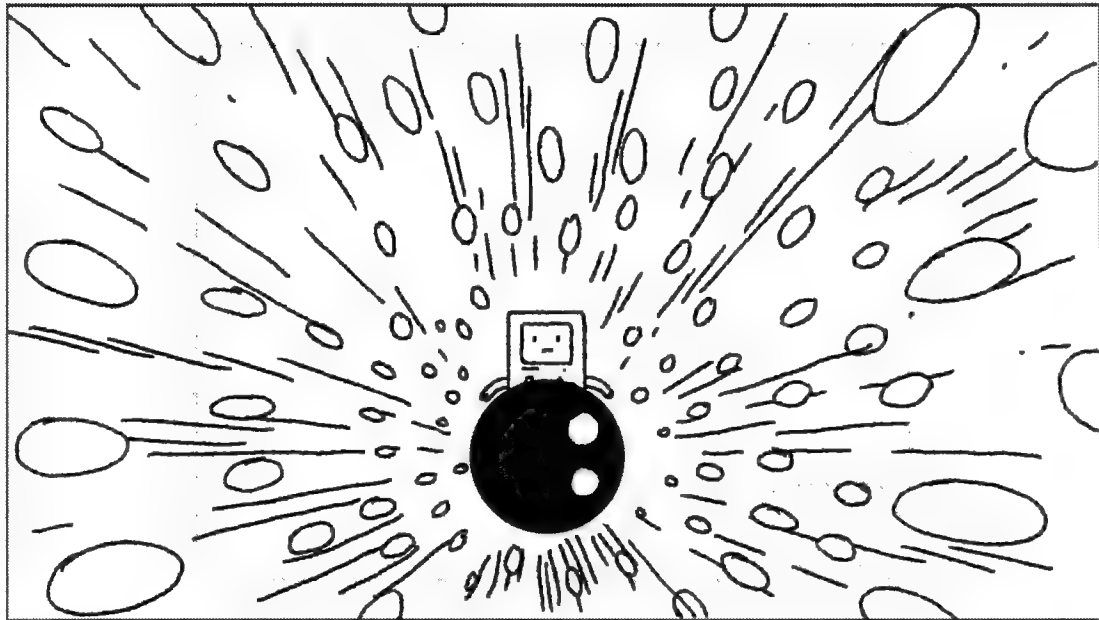


Sc. 164

Pnl. H

Bg.

day night

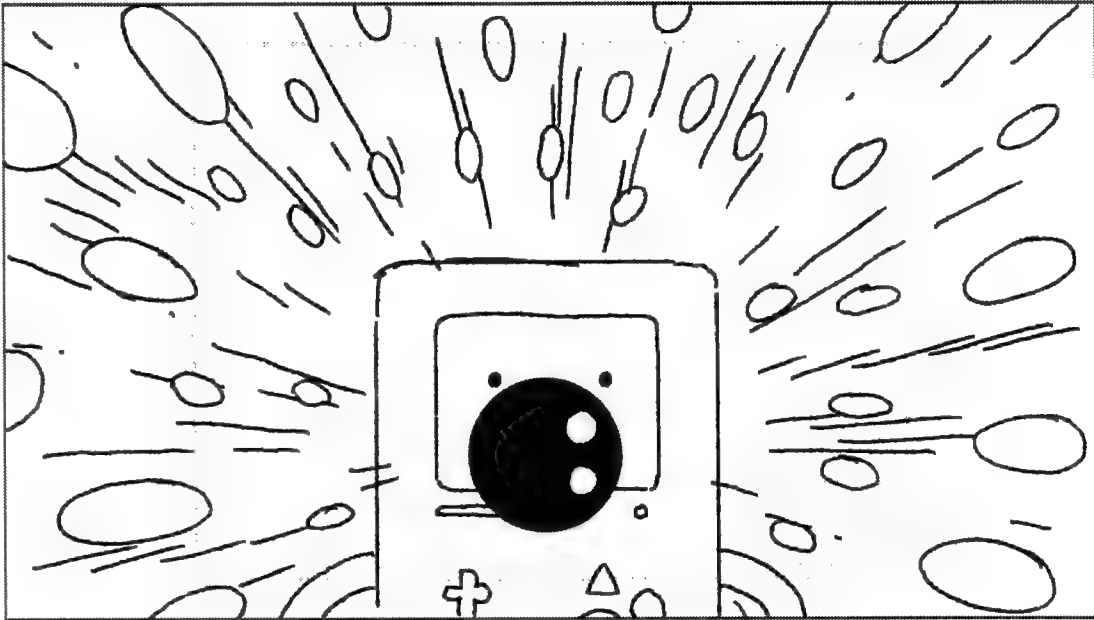


Sc. 164

Pnl. I

Bg.

day night



Dialog:
Action:
Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME



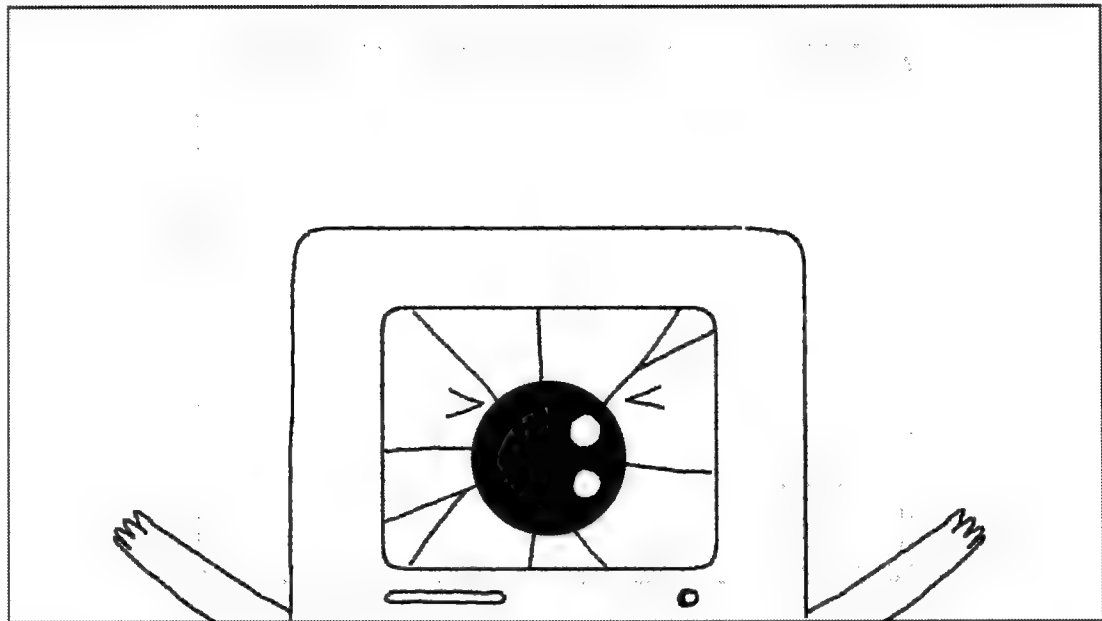
Page 208

Sc. 164

Pnl. J

Bg.

day night

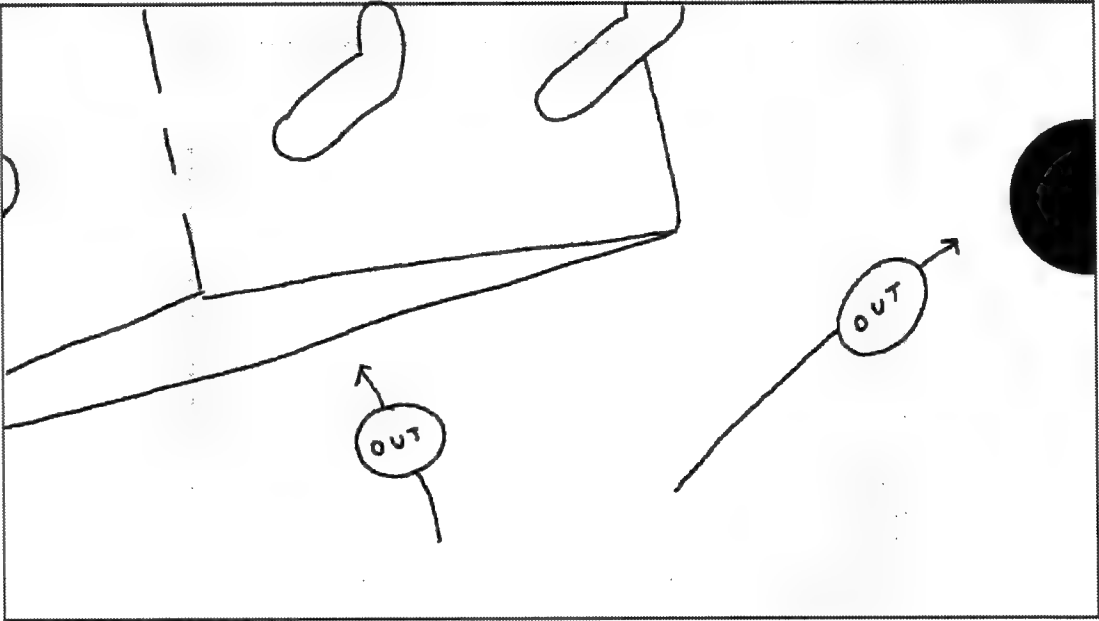


Sc. 164

Pnl. K

Bg.

day night



Dialog:

(SFX)

CRACK

Action:

Timing:

EPISODE #

Production :

1034-228

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ADVENTURE TIME

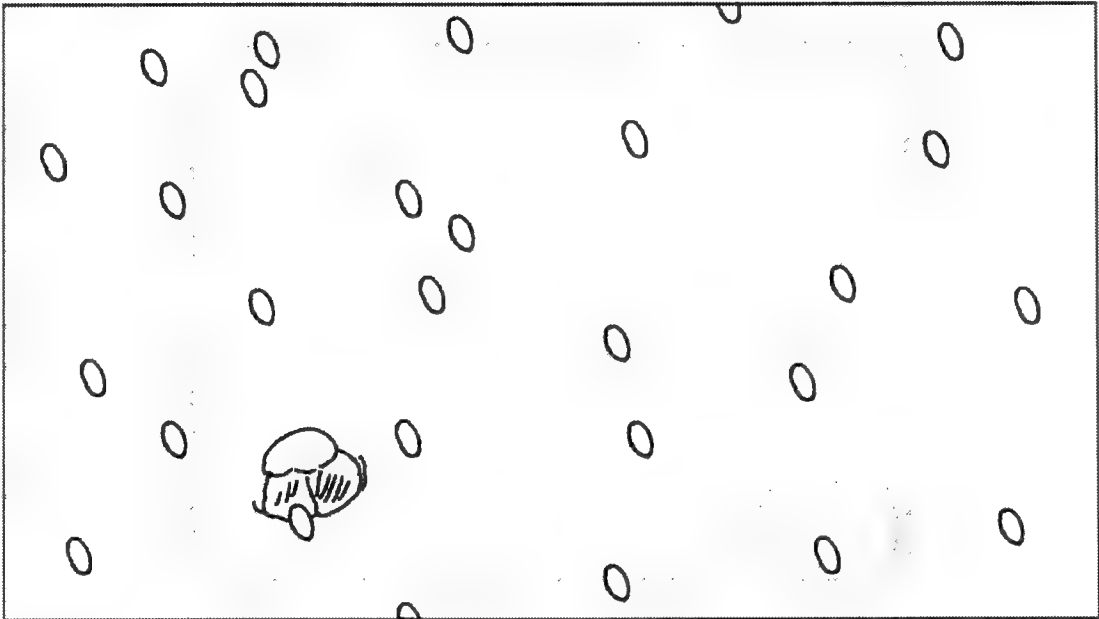


Sc. 105

Pnl. A

Bg.

day night

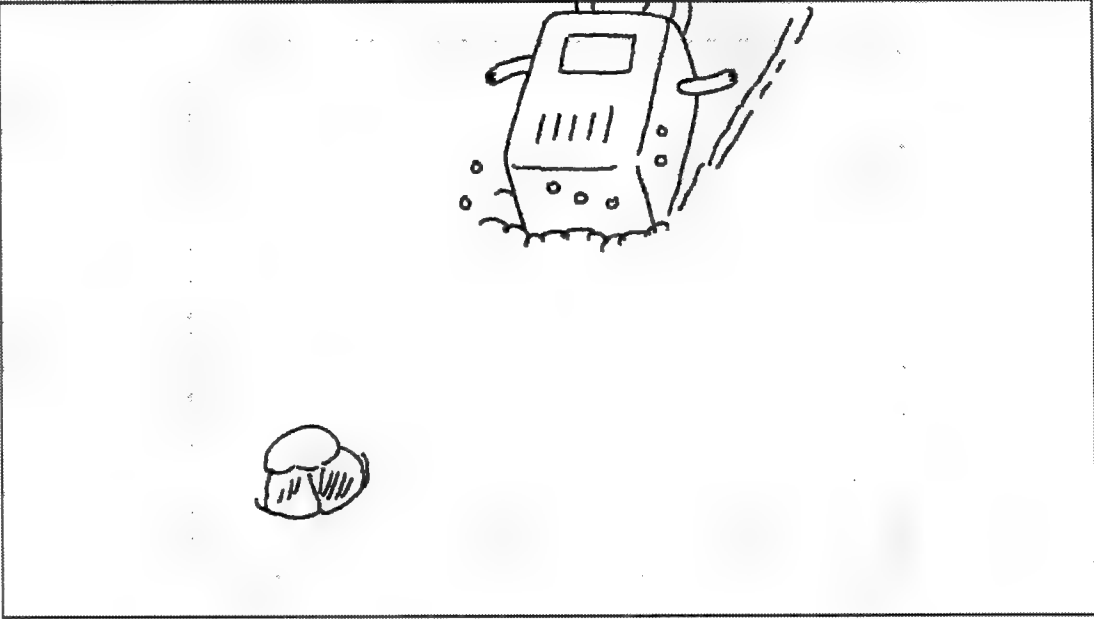


Sc. 105

Pnl. B

Bg.

day night



Dialog:

Action:

SLIDES IN.

Timing:

Production :

EPISODE #

1034-228

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# ADVENTURE TIME



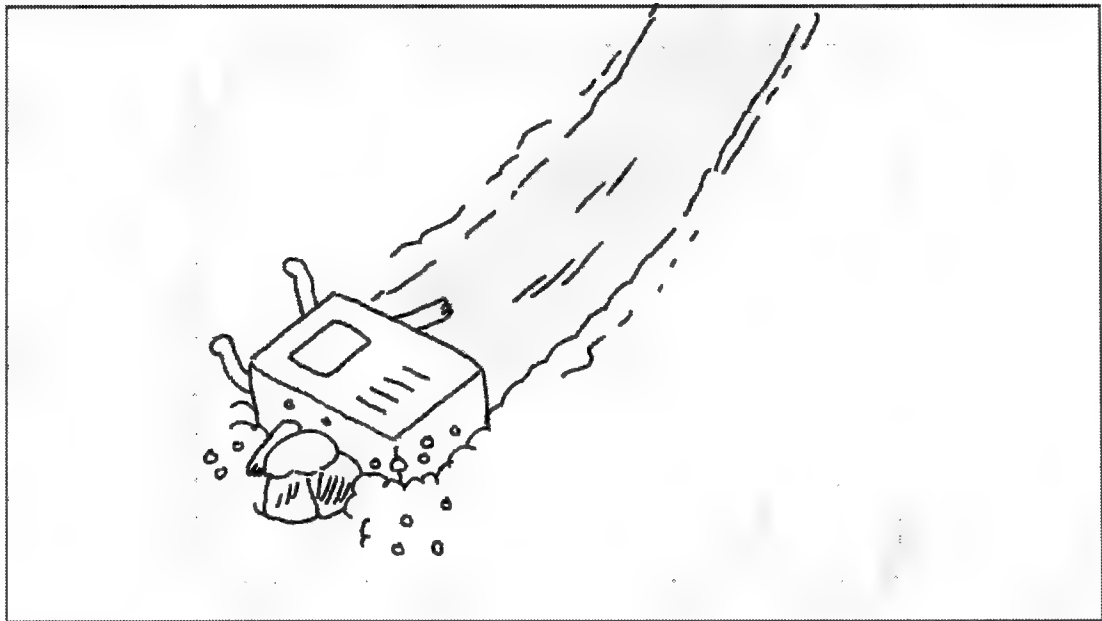
Page 210

Sc. 165

Pnl. c

Bg.

day night

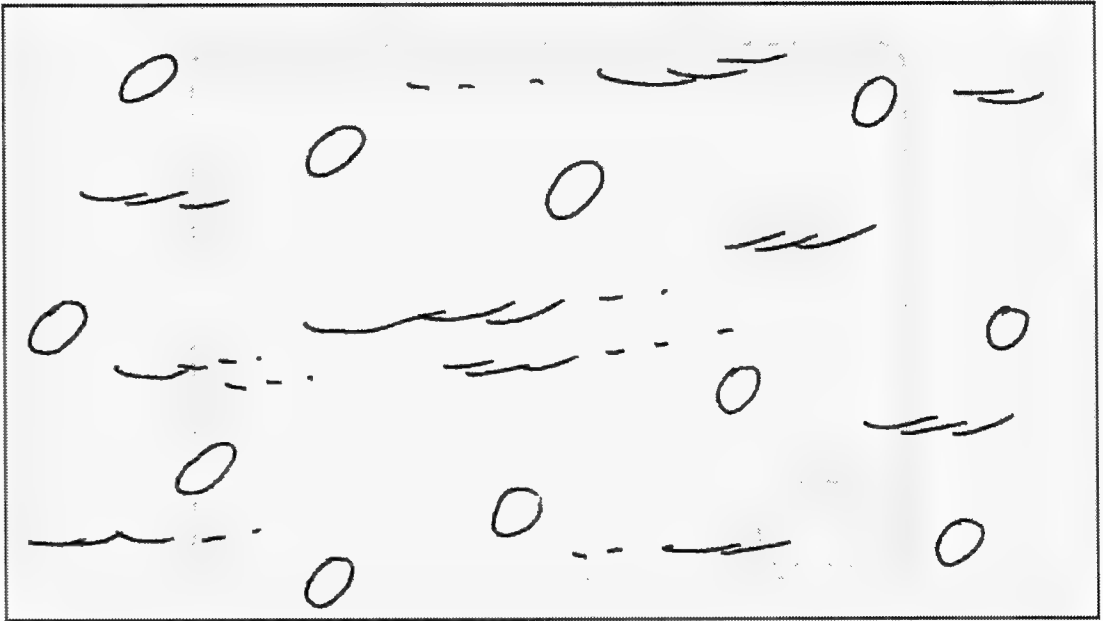


Sc. 166

Pnl. A

Bg.

day night



Dialog:
<div><div>SFX</div><div>CRUNCH!</div></div>
Action:
Timing:

EPISODE # 1034-228

Production :



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# ADVENTURE TIME



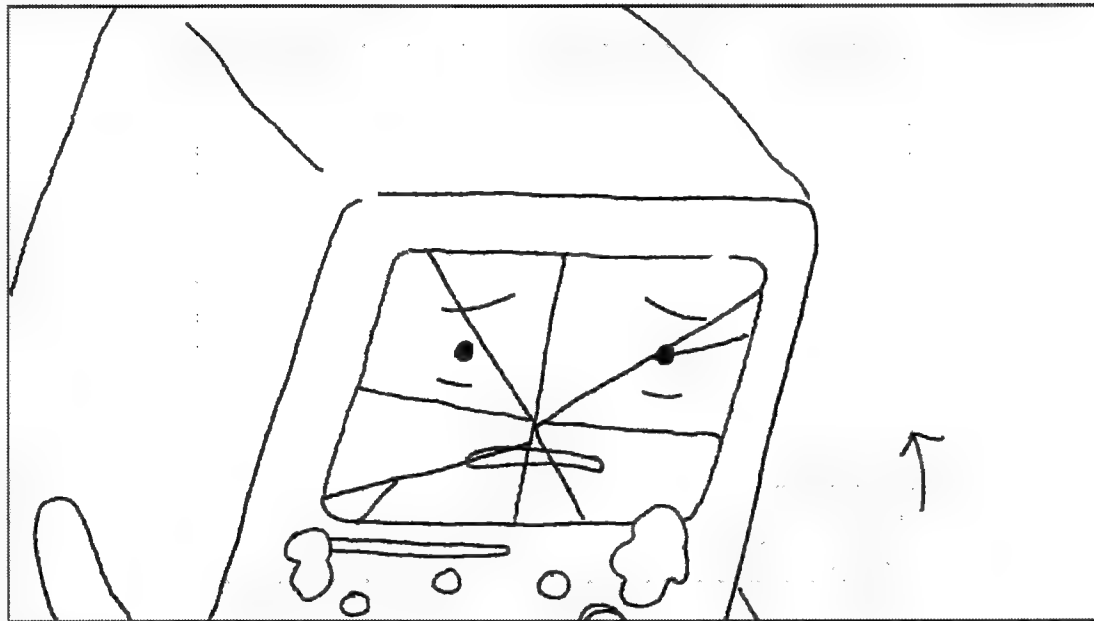
Page 211

Sc. 166

Pnl. B

Bg.

day night

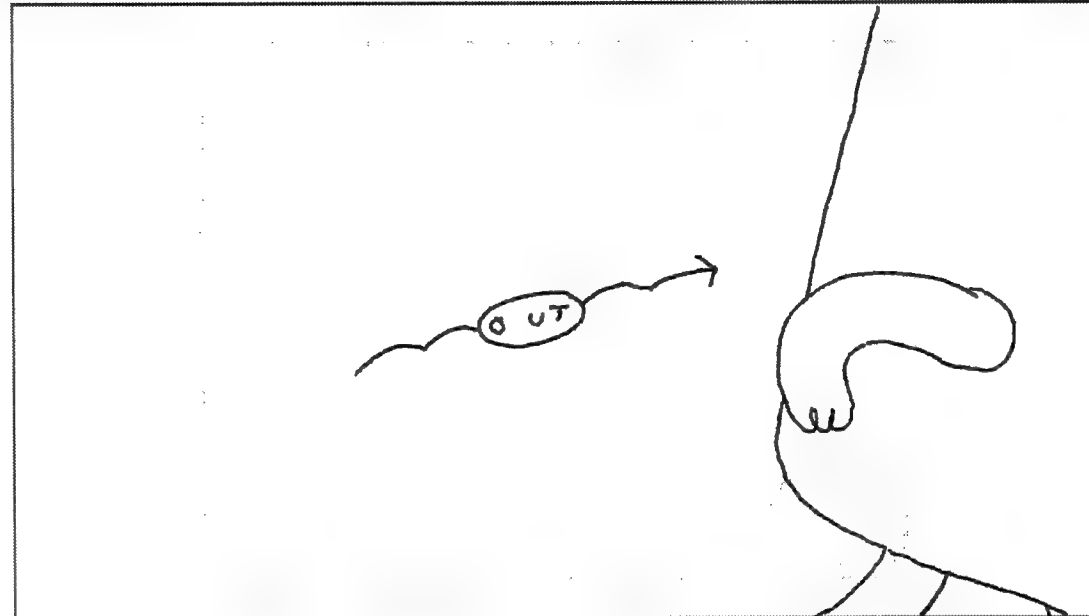


Sc. 166

Pnl. C

Bg.

day night



Dialog:

(B) NQH!

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME



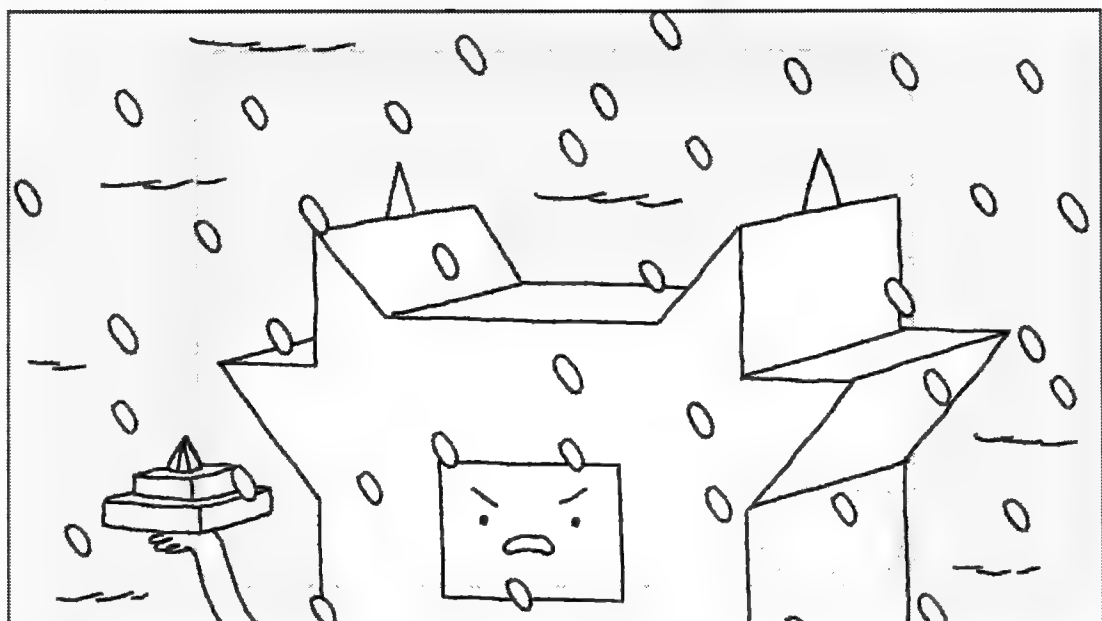
Page 212

Sc. 167

Pnl. A

Bg.

day night

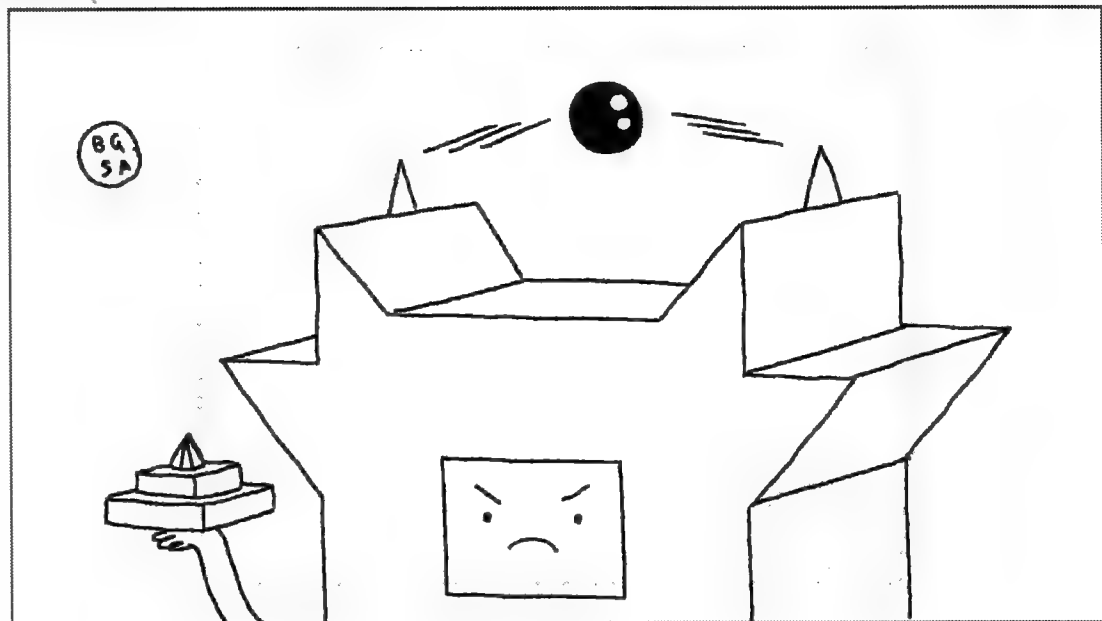


Sc. 167

Pnl. B

Bg.

day night



Dialog:

A BMO I NEED TO  
START OVER, I

SFX / Z O P!

Action:

DON'T WANT TO  
LOOK AT YOU.

Timing:

1034-228  
EPISODE #  
Production :

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# ADVENTURE TIME



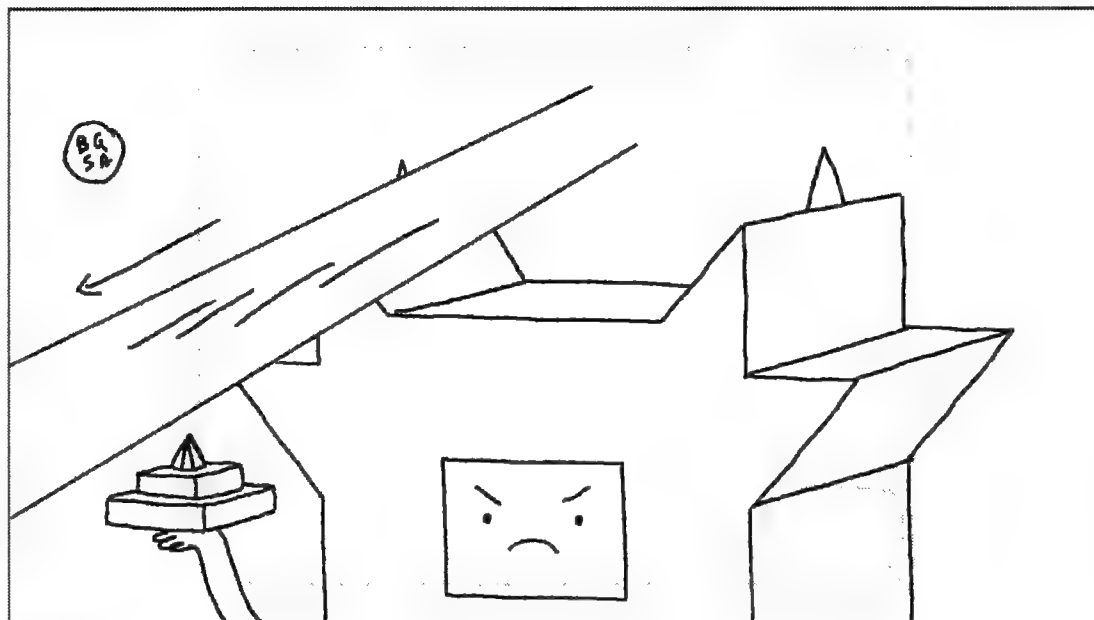
Page 213

Sc. 167

Pnl. C

Bg.

day night

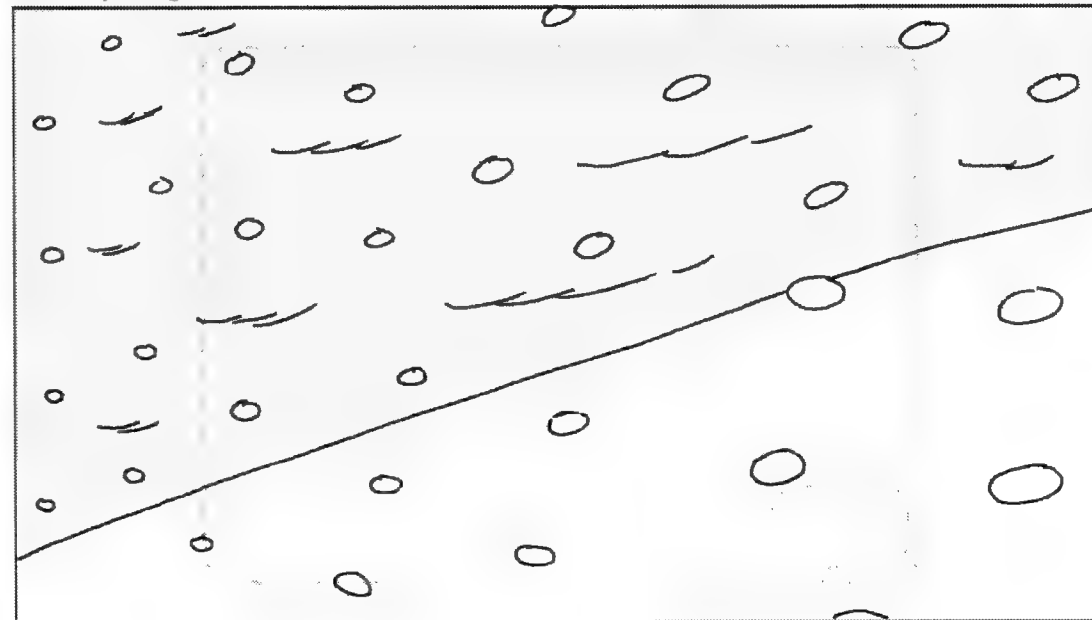


Sc. 168

Pnl. A

Bg.

day night



Dialog:

(SFX) / ≡ PSHOW! ≡

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

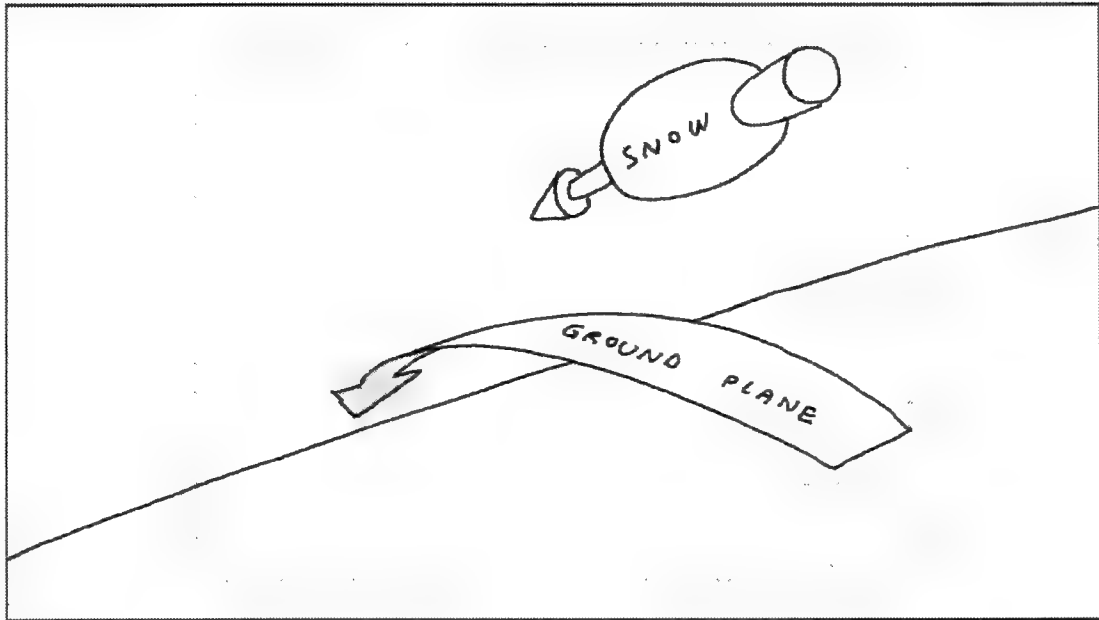


Sc. 108

Pnl. B

Bg.

day night

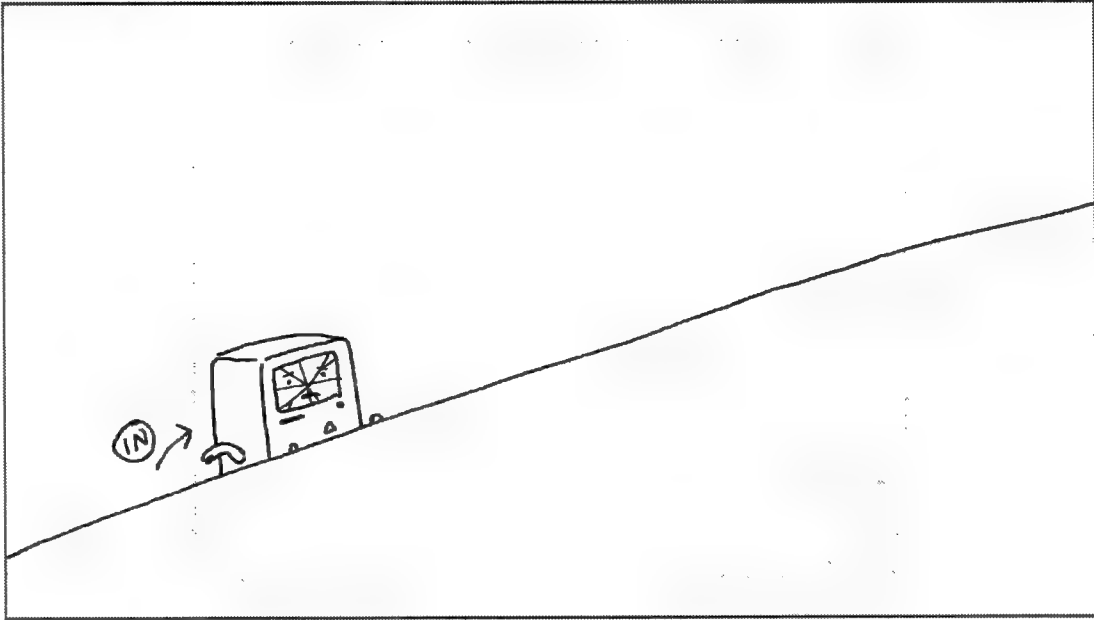


Sc. 108

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

1034-228

EPISODE #

Production :

# ADVENTURE TIME



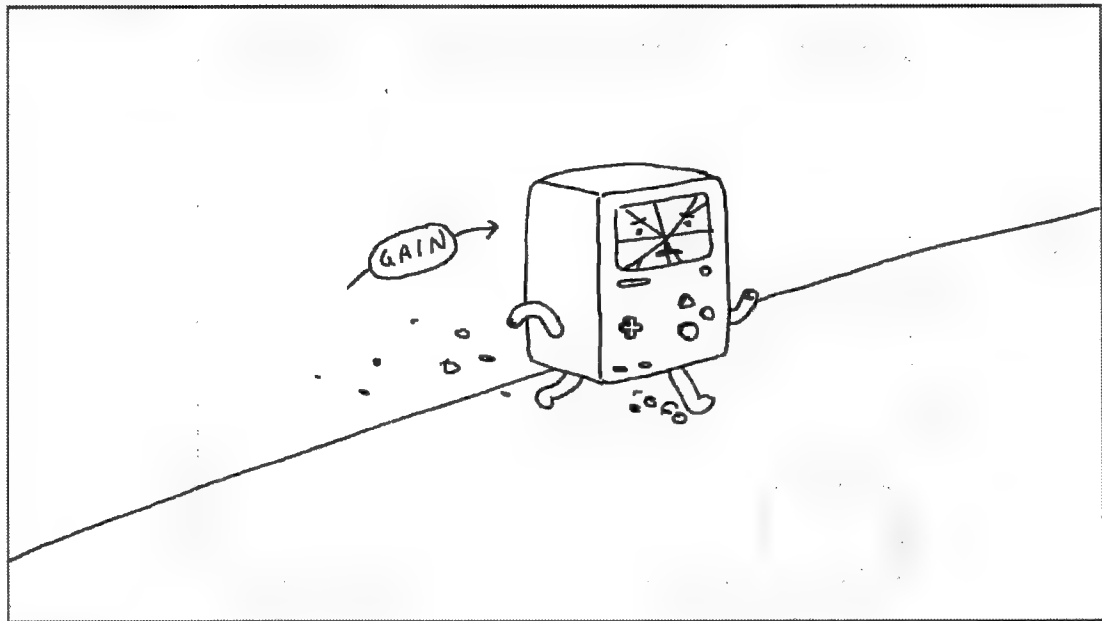
Page 215

Sc. 108

Pnl. 0

Bg.

day night

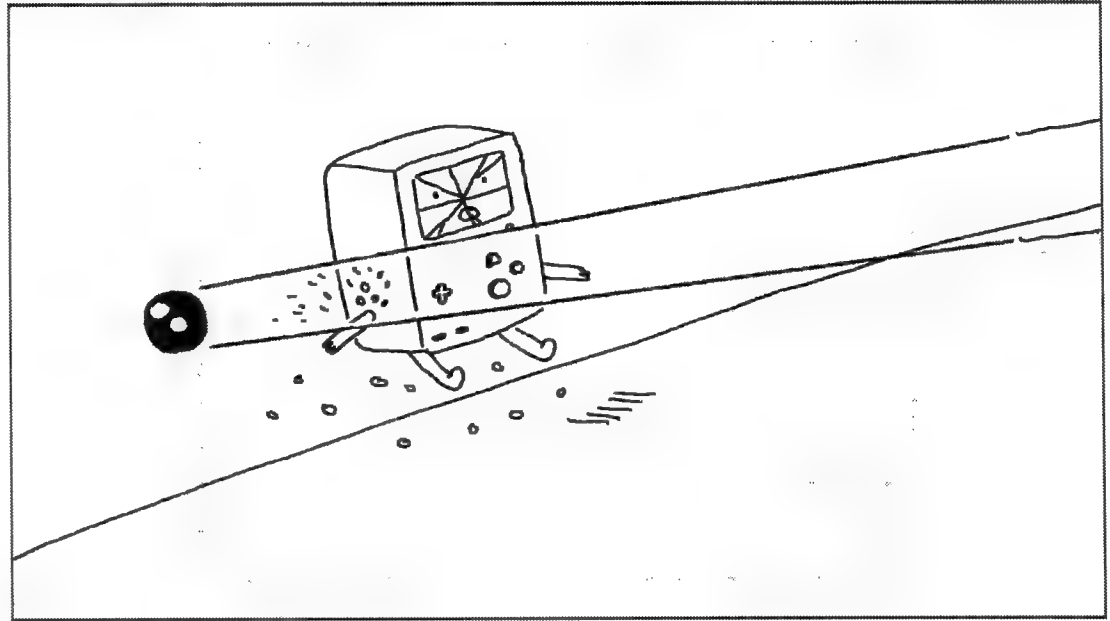


Sc. 108

Pnl. E

Bg.

day night



Dialog:	(BREATHING HARD)	
	@ TUFF! NUTS!	SFX / SMASH!
Action:		
Timing:		

1034-228

EPISODE #

Production :

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ADVENTURE TIME

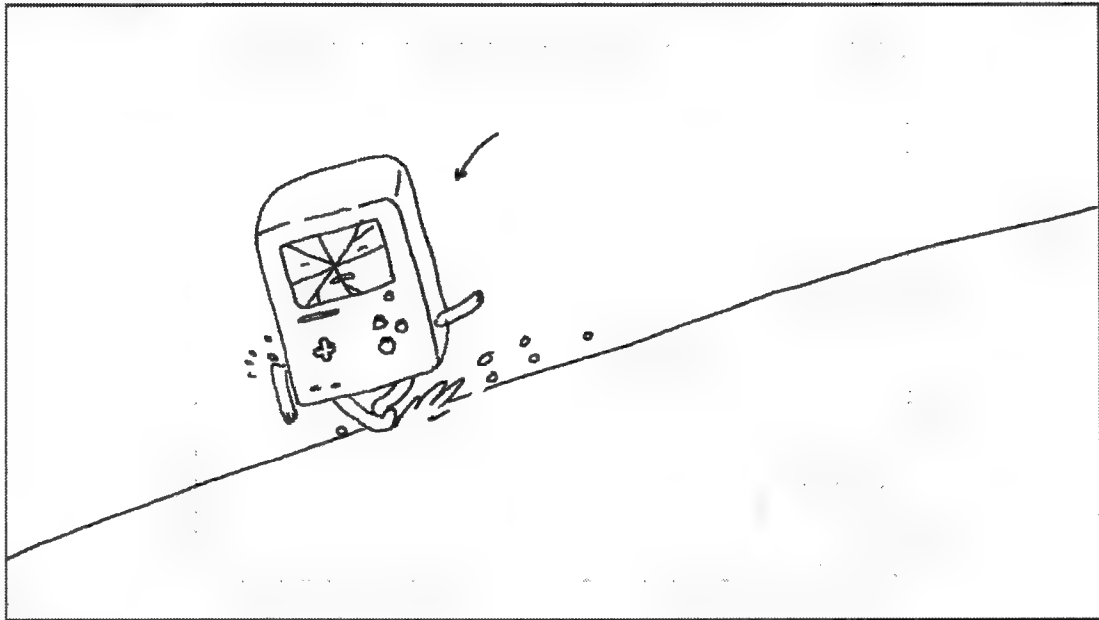


Sc. 168

Pnl. F

Bg.

day night

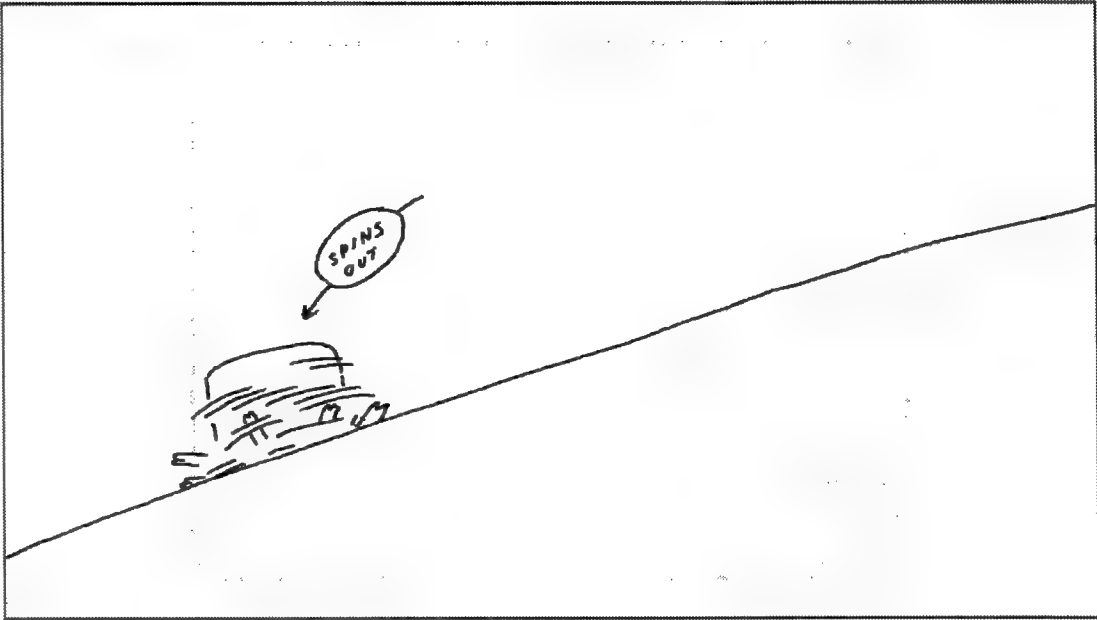


Sc. 168

Pnl. G

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE #

1034-228

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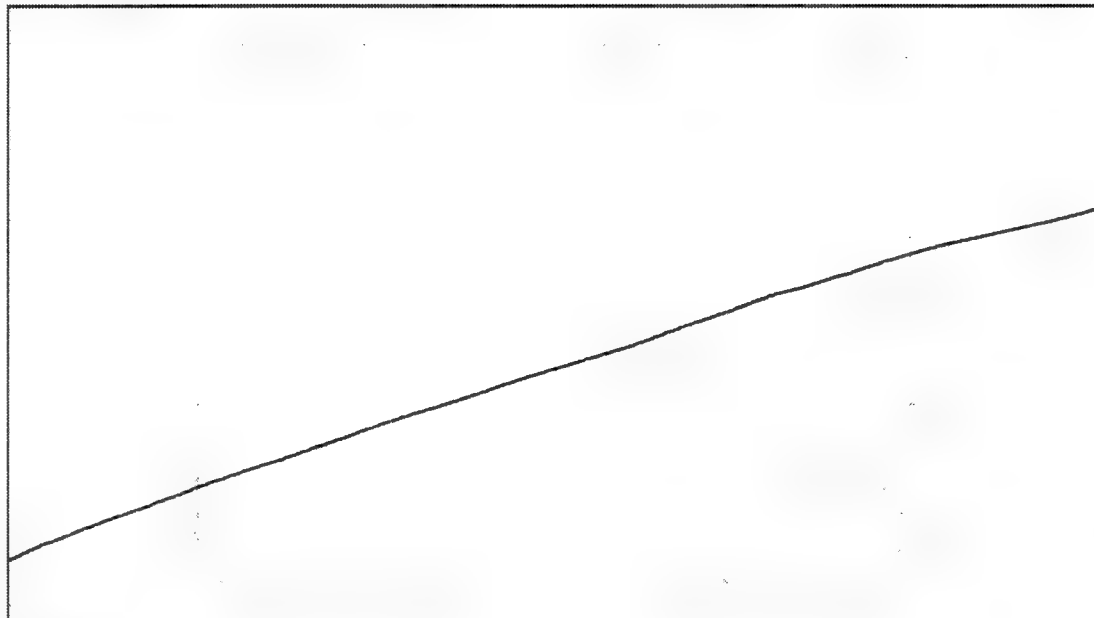
Page 217

Sc. 108

Pnl. H

Bg.

day night

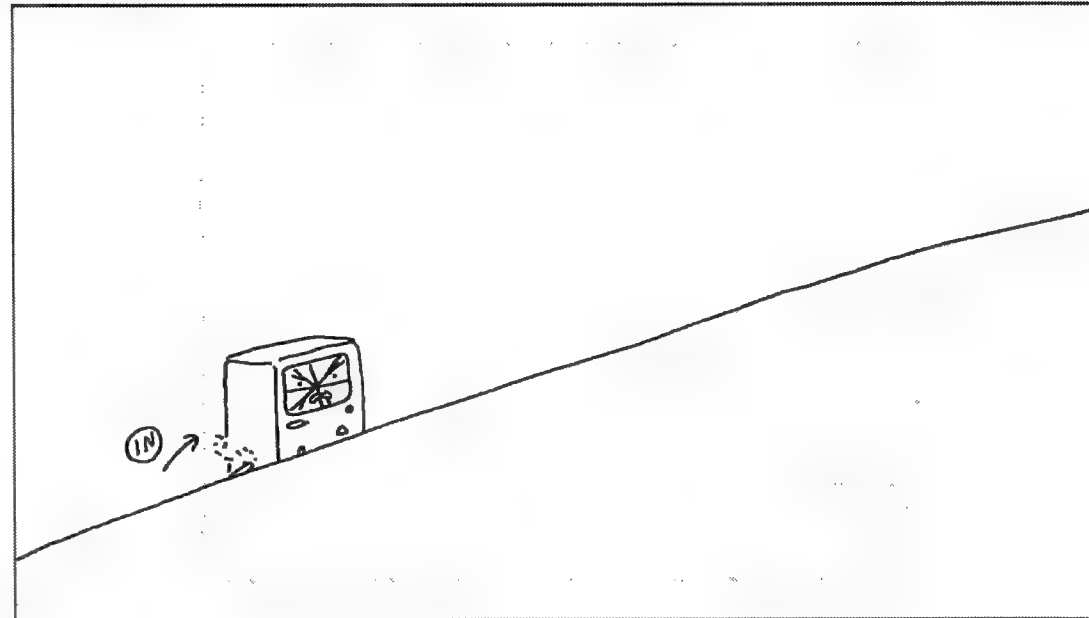


Sc. 108

Pnl. I

Bg.

day night



Dialog:

Action:

Timing:

1034-228

EPISODE #

Production :

# ADVENTURE TIME



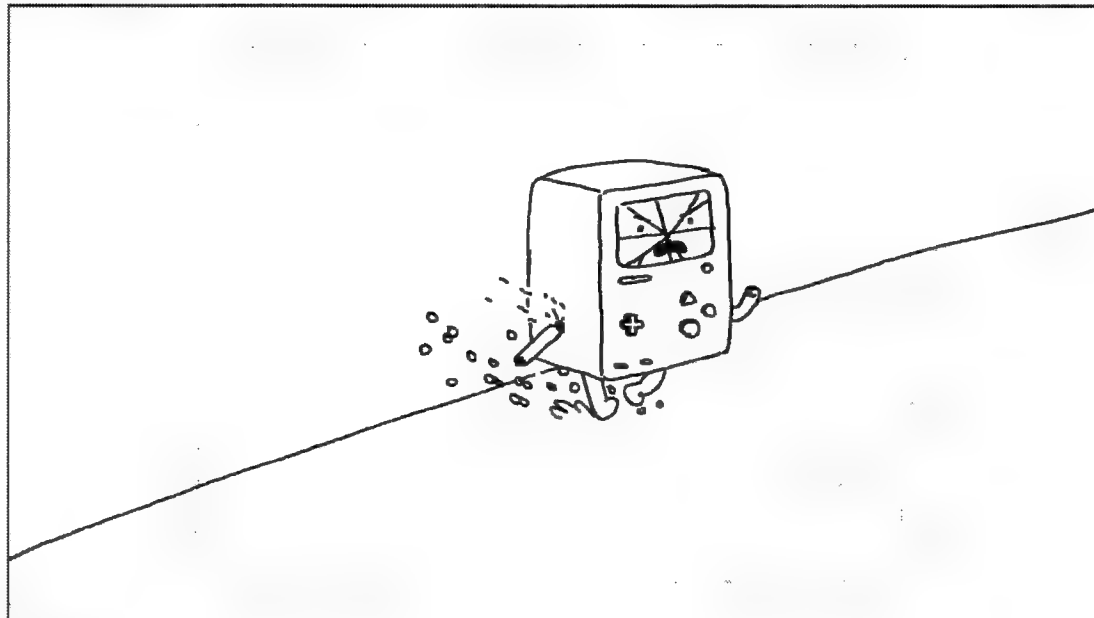
Page 218

Sc. 108

Pnl. J

Bg.

day night

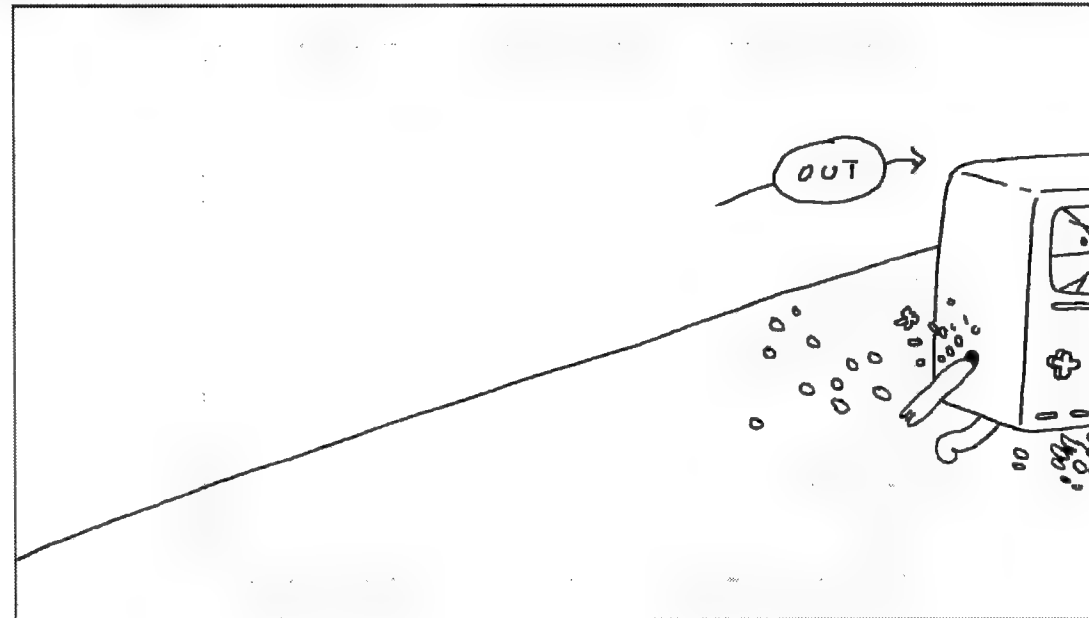


Sc. 108

Pnl. K

Bg.

day night



Dialog:

ⓑ R A A A A A !

Action:

SURGE !

Timing:

EPISODE # 1034-228

Production :



# ADVENTURE TIME



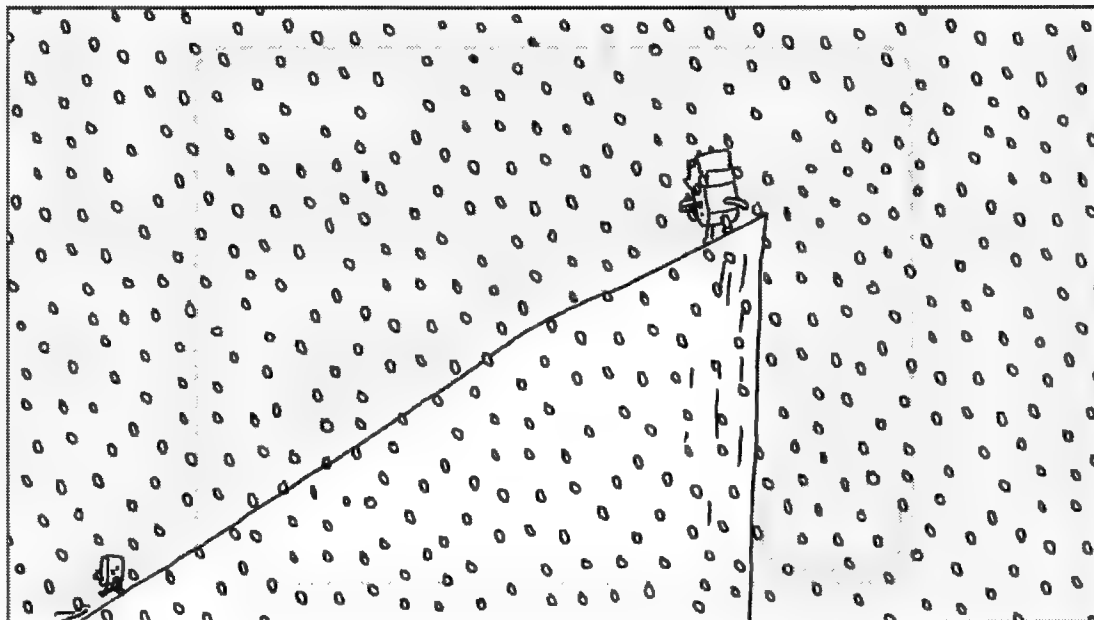
Page 219

Sc. 109

Pnl. A

Bg.

day night

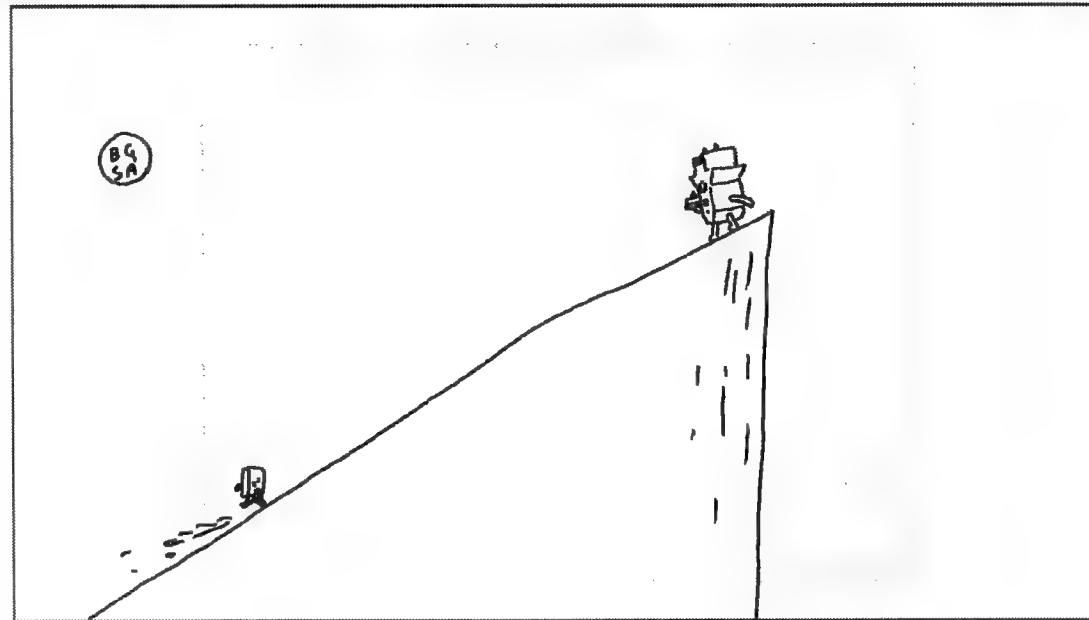


Sc. 109

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

1034-228

Production :

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ADVENTURE TIME

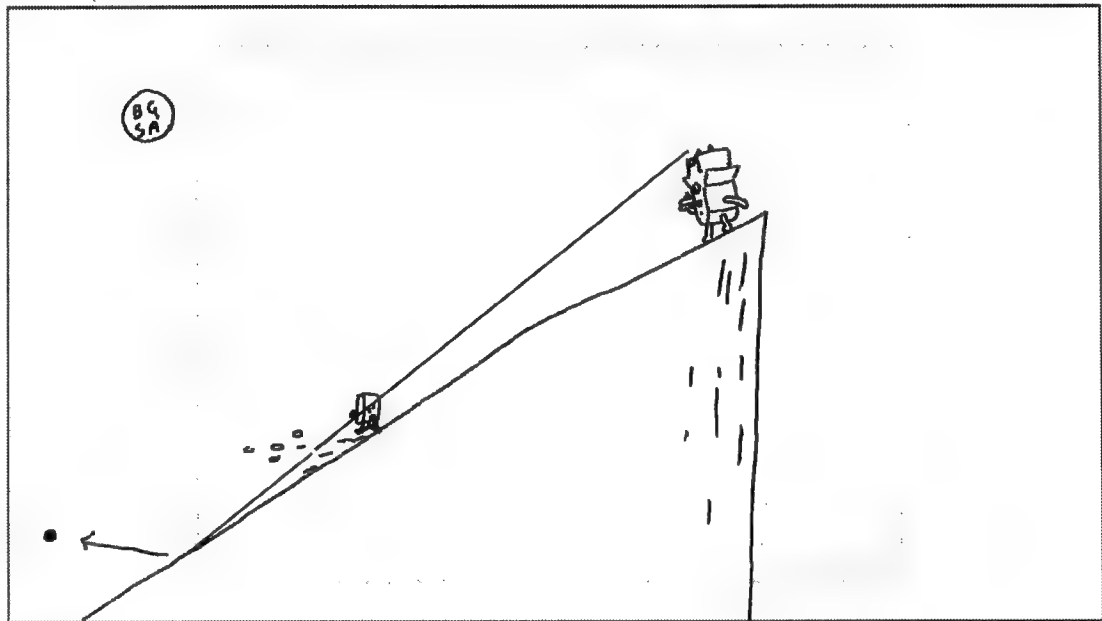


Sc. 109

Pnl. c

Bg.

day night

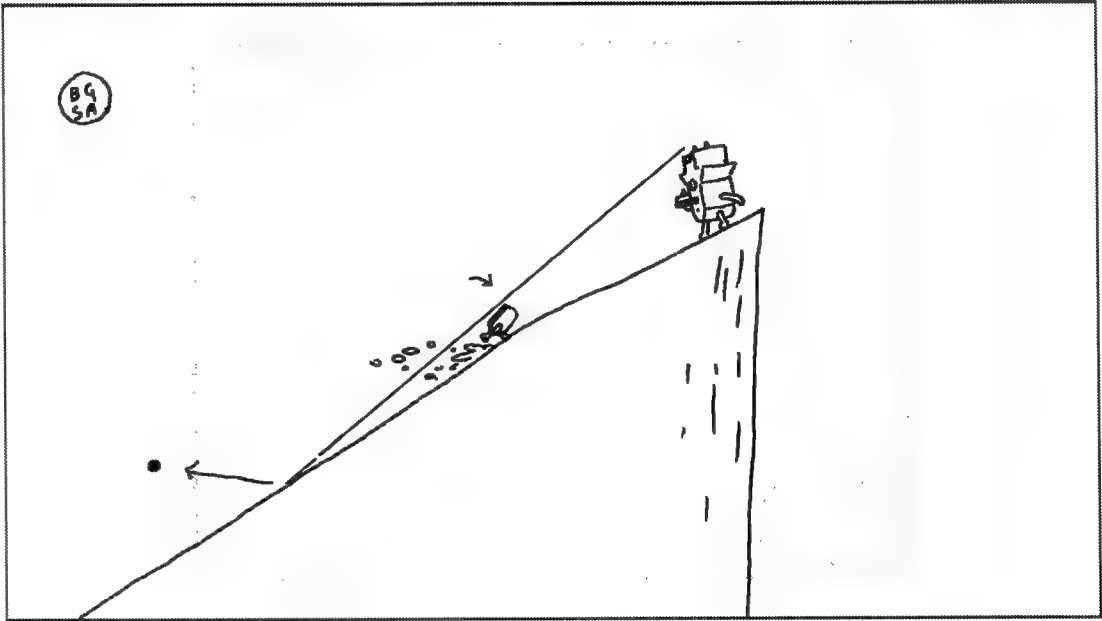


Sc. 109

Pnl. D

Bg.

day night



Dialog:

(SFX) ZOP PSHAOW!

(SFX) ZOP PSHAOW!

Action:

Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

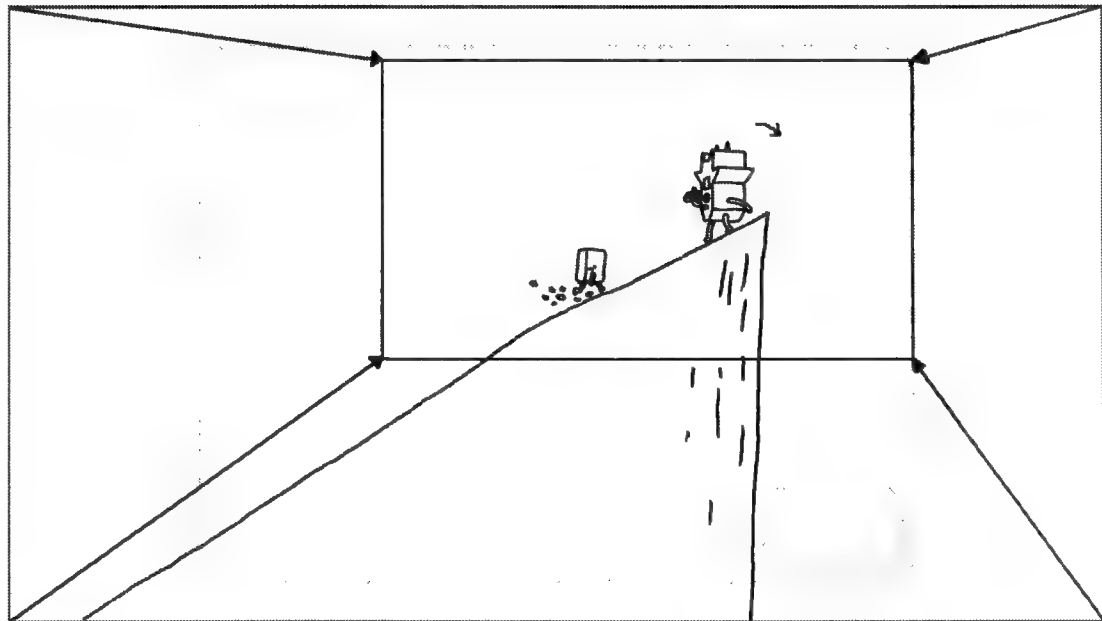


Sc. 109

Pnl. E

Bg.

day night

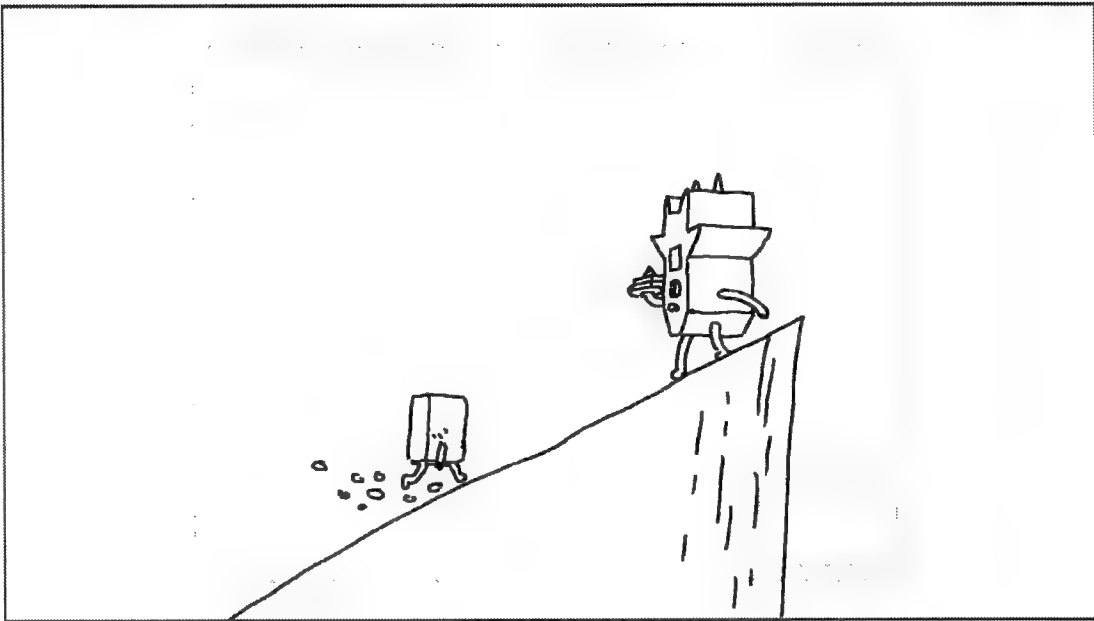


Sc. 109

Pnl. F

Bg.

day night

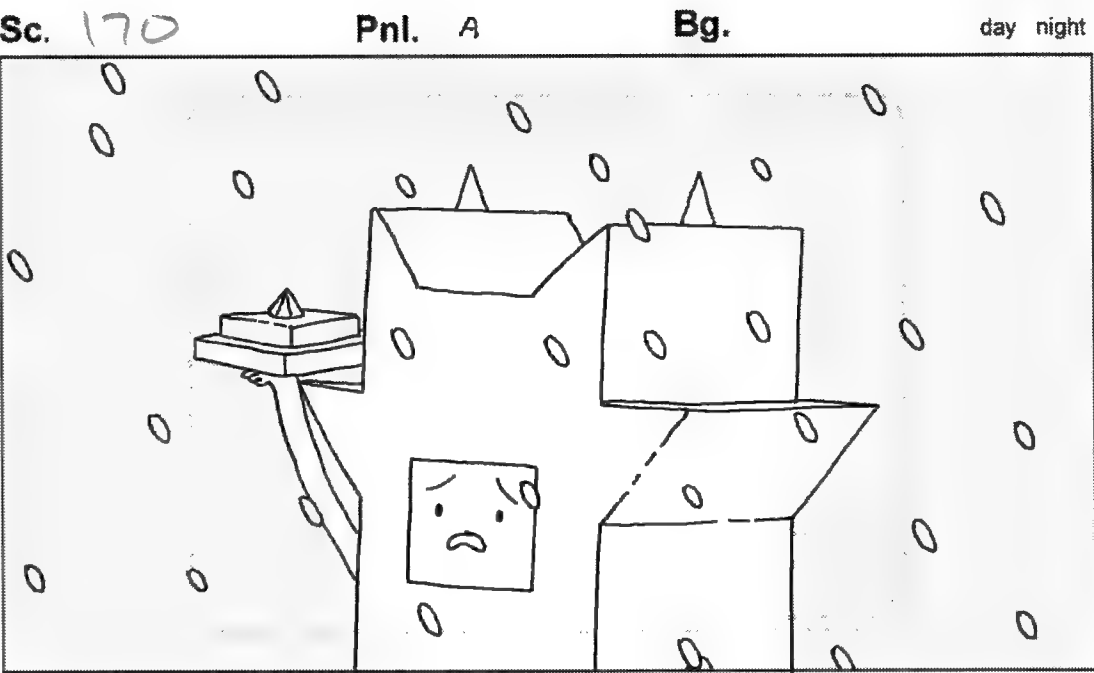
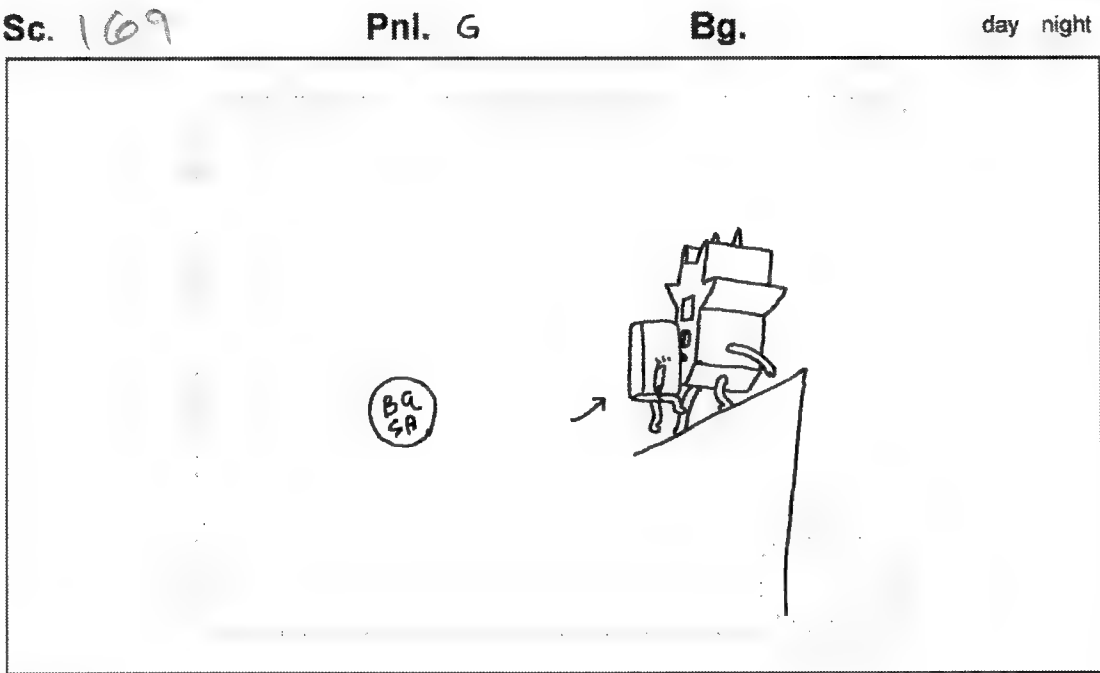


Dialog:
Action:
Timing:

EPISODE # 1034-228  
Production :

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# ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME



Sc. 170

Pnl. B

Bg.

day night

Sc. 170

Pnl. C

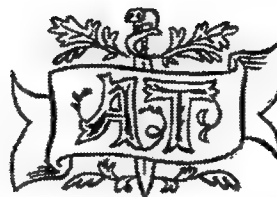
Bg.

day night

Timing:

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# ADVENTURE TIME



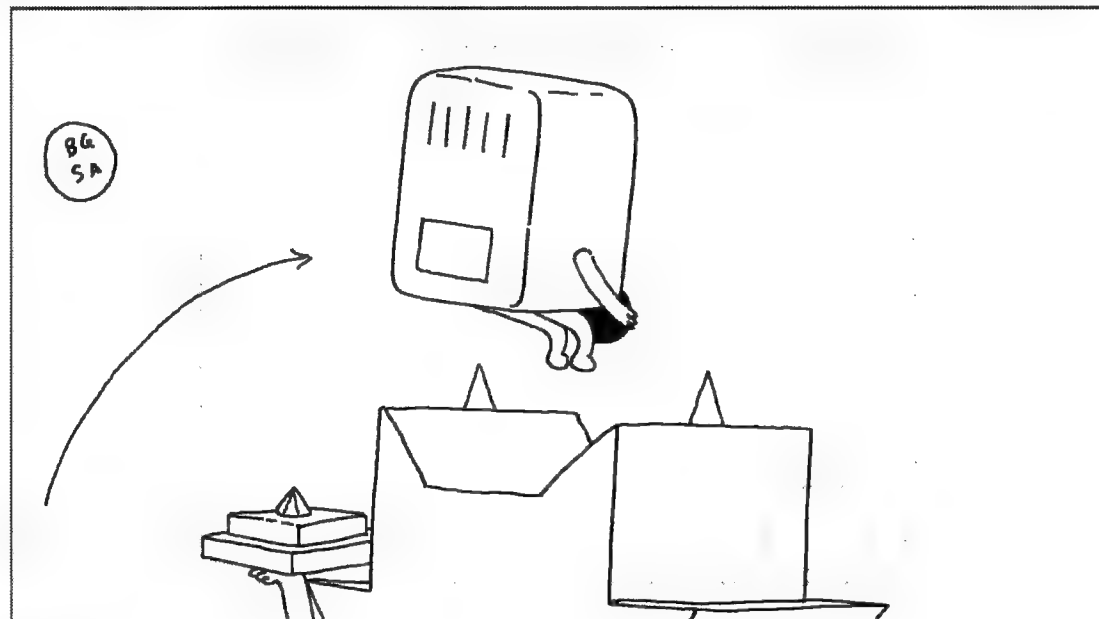
Page 224

Sc. 170

Pnl. D

Bg.

day night

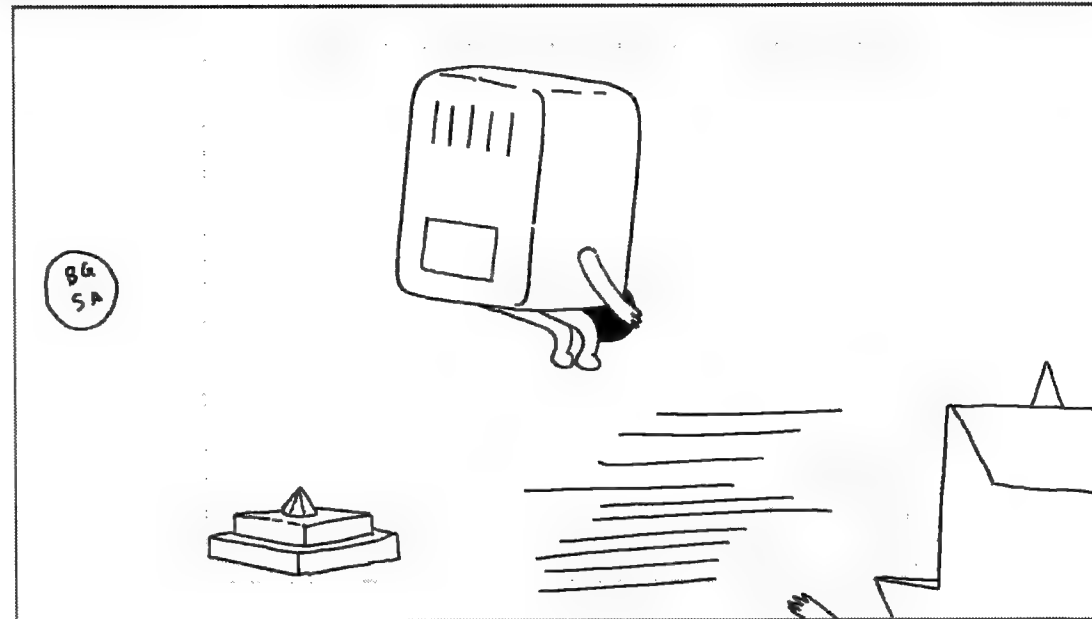


Sc. 170

Pnl. E

Bg.

day night



Dialog:

SFX / PSHOW!

Action:

JUMPS UP + HOLDS.

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME



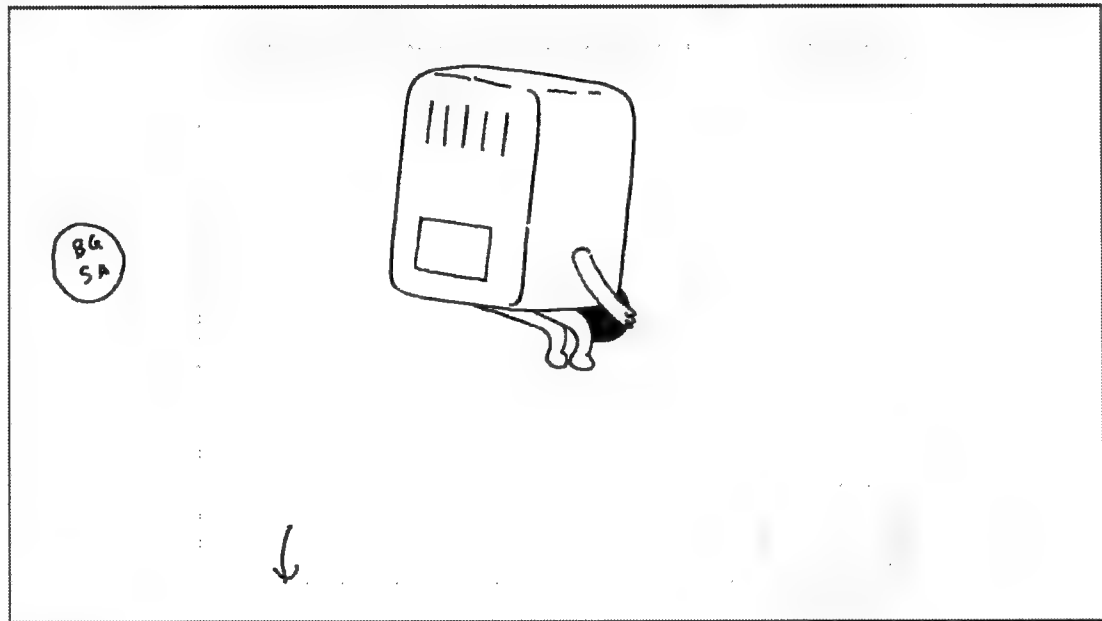
Page 225

Sc. 170

Pnl. F

Bg.

day night

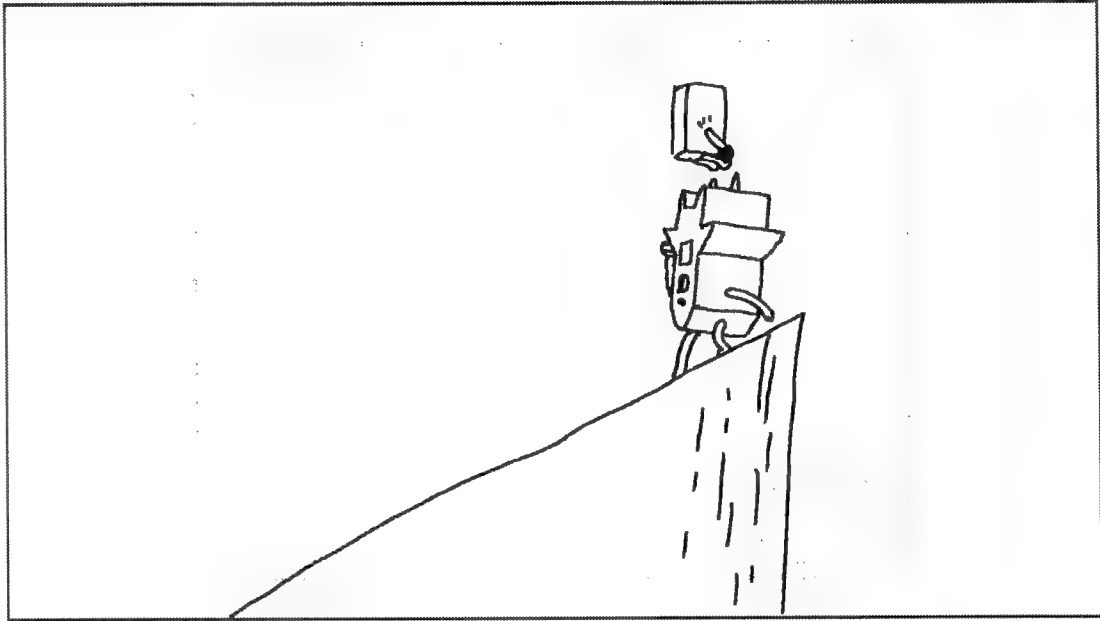


Sc. 171

Pnl. A

Bg.

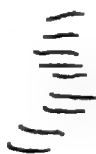
day night



Dialog:



SMASH!!!



(SFX)

PSHOW!!!

Action:

A

REPLAY.

Timing:

EPISODE #  
1034-228

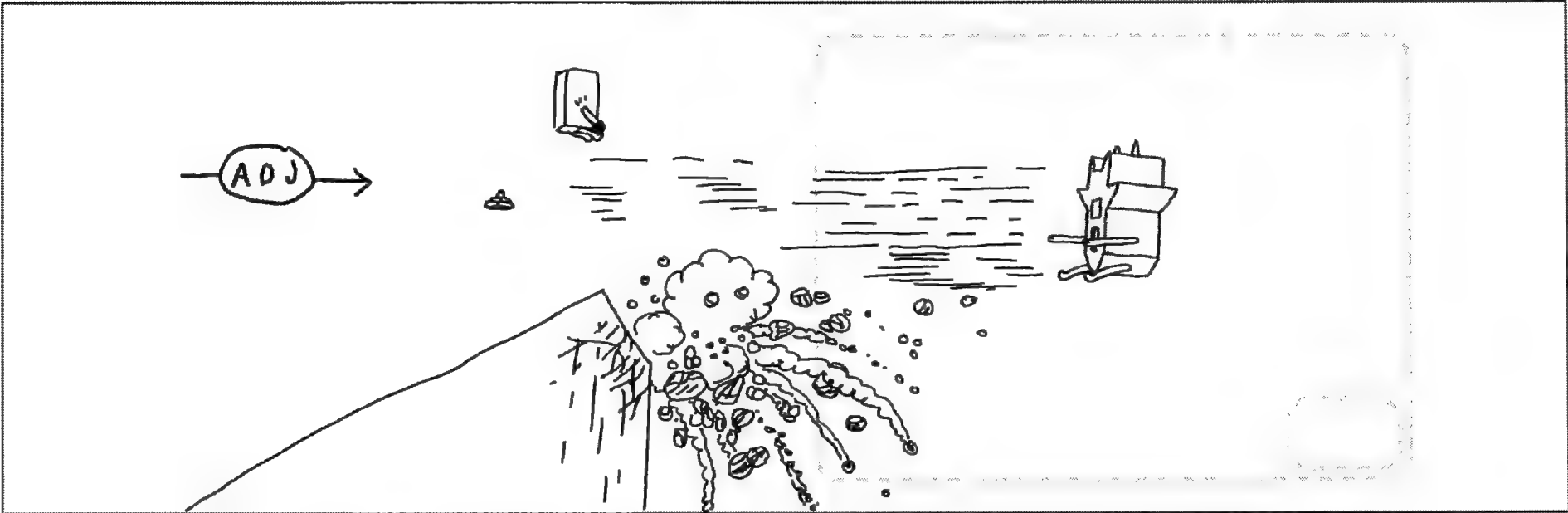
Production :

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ADVENTURE TIME



Sc. 171 Pnl. B Bg. day night



Dialog:

SMASH

Action:

FAST ADJ

Timing:

1034-228  
EPISODE #  
Production :



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# ADVENTURE TIME



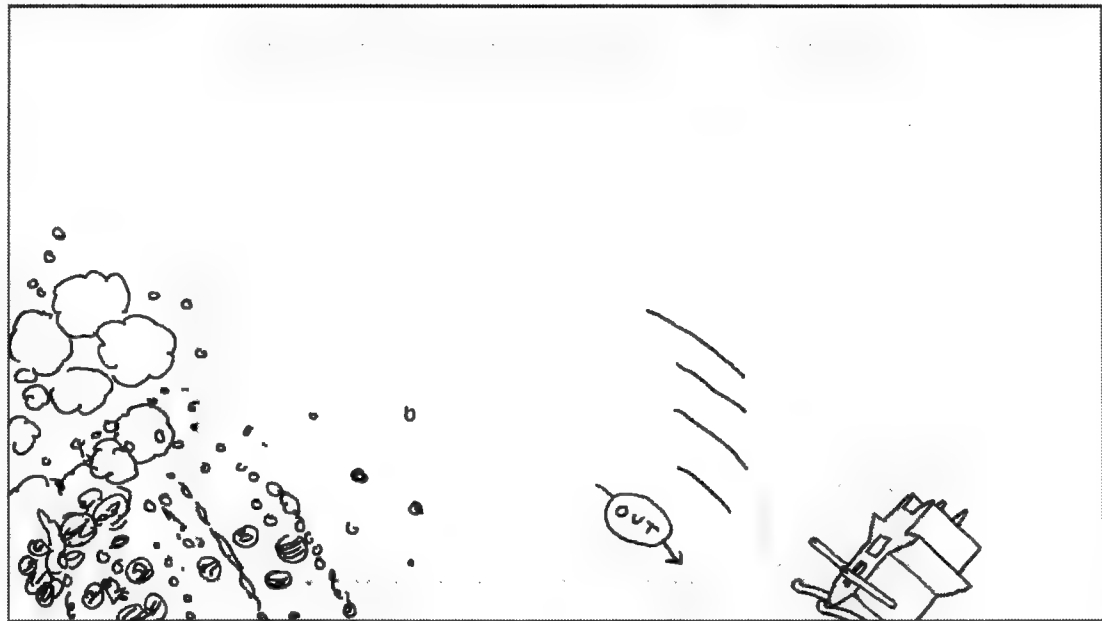
Page 227

Sc. 171

Pnl. C

Bg.

day night

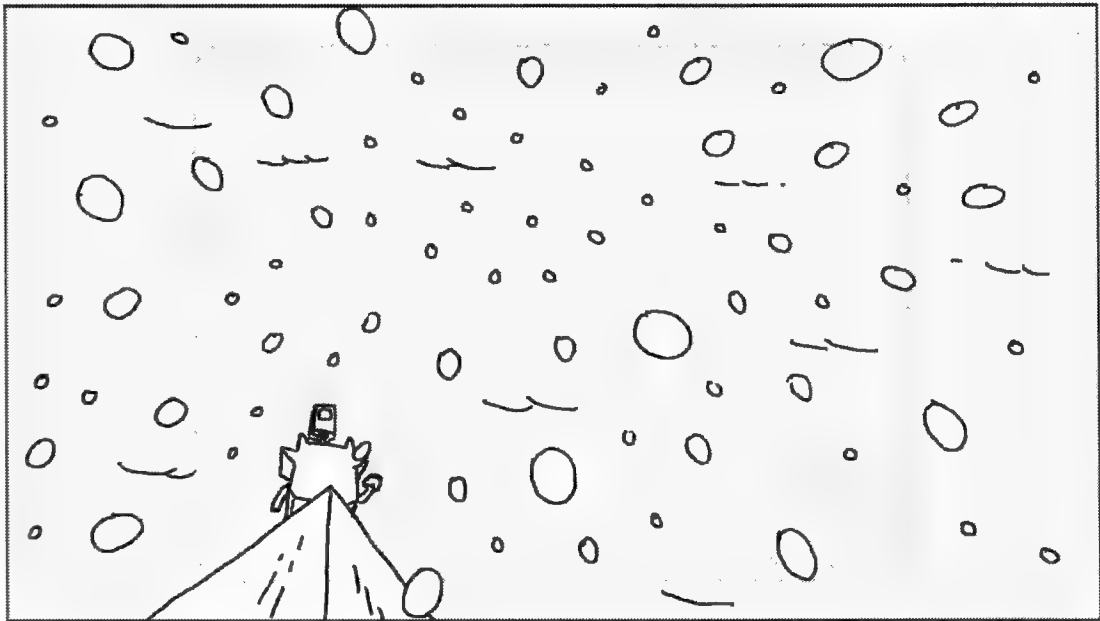


Sc. 172

Pnl. A

Bg.

day night



Dialog:

(SFX) PSHOW!

Action:

Timing:

EPISODE #  
1034-228

Production :

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ADVENTURE TIME

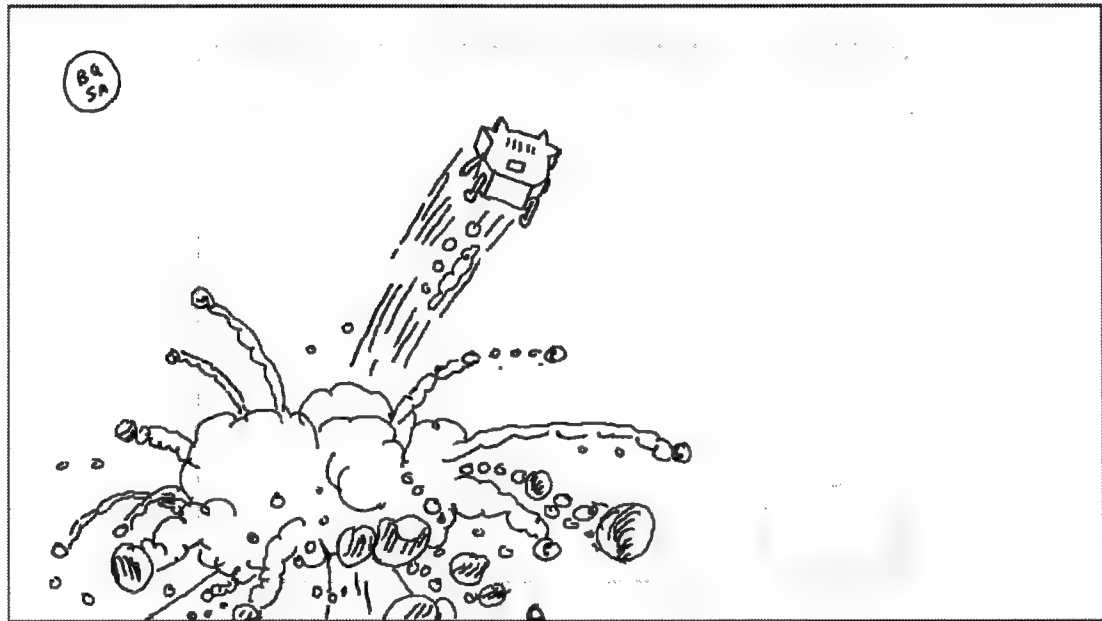


Sc. 172

Pnl. B

Bg.

day night

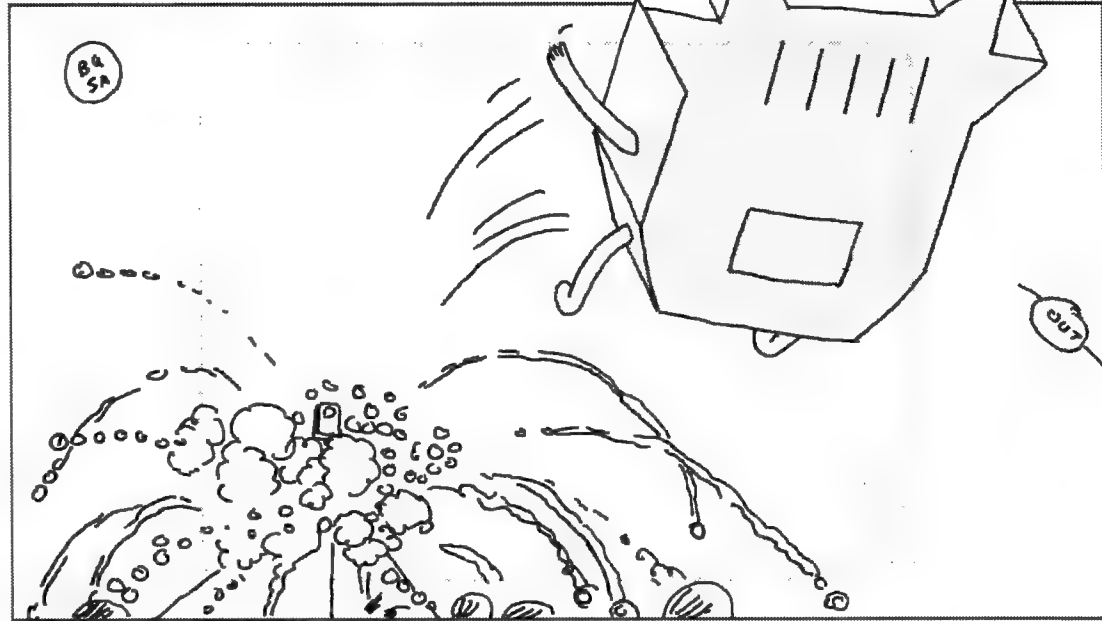


Sc. 172

Pnl. C

228

night



Dialog:

SMASH!!!

Action:

Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

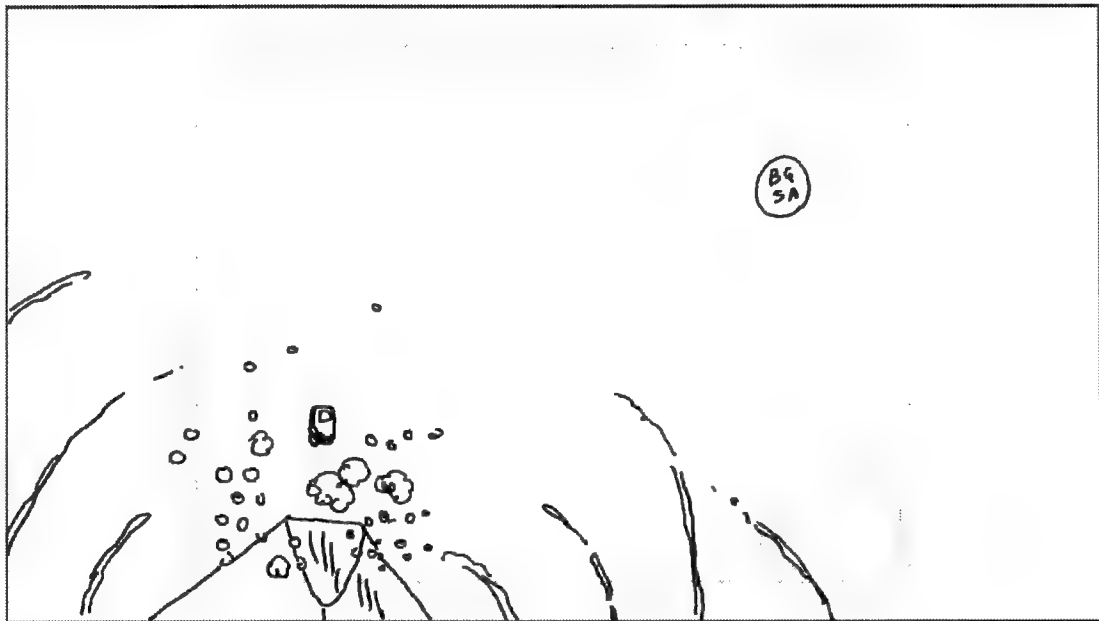


Sc. 172

Pnl. P

Bg.

day night

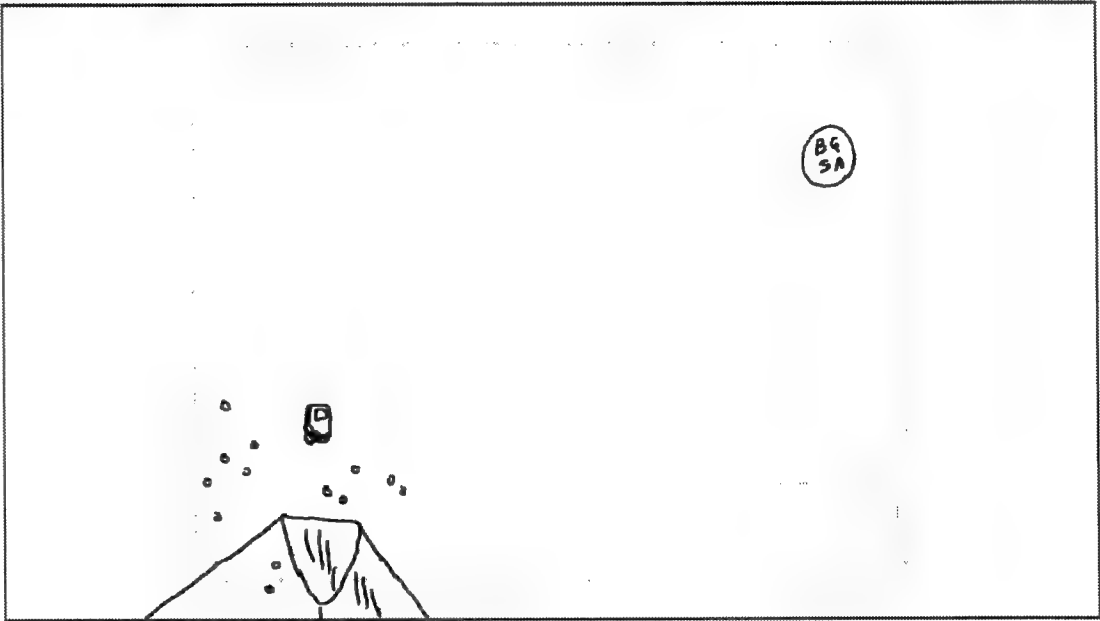


Sc. 172

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1034-228

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ADVENTURE TIME



Sc. 173

Pnl. A

Bg.

day night

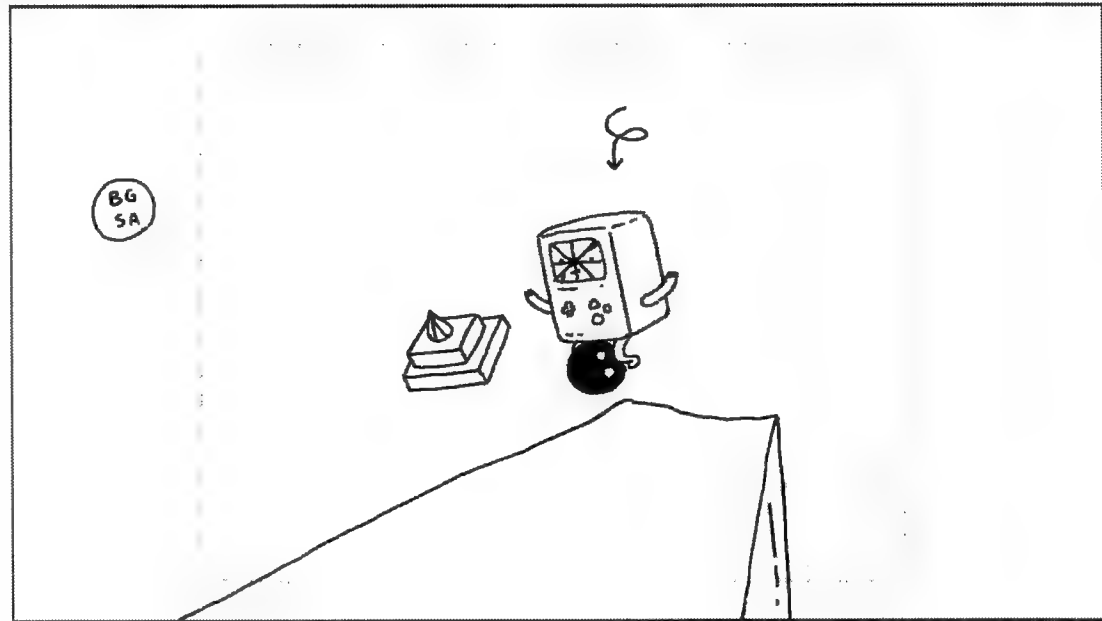


Sc. 173

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

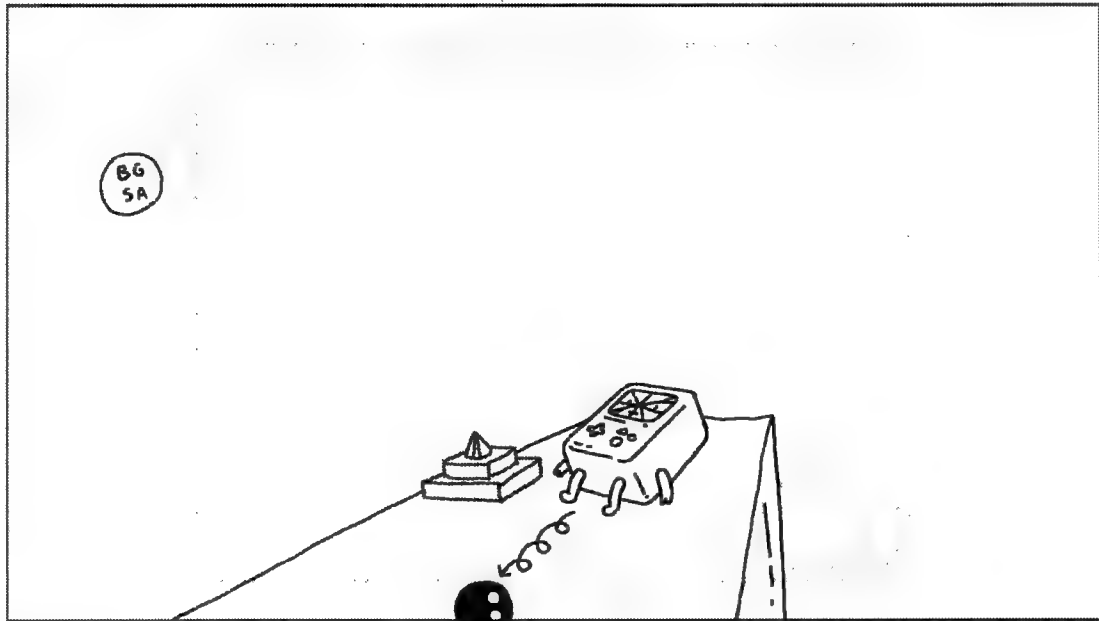


Sc. 173

Pnl. c

Bg.

day night

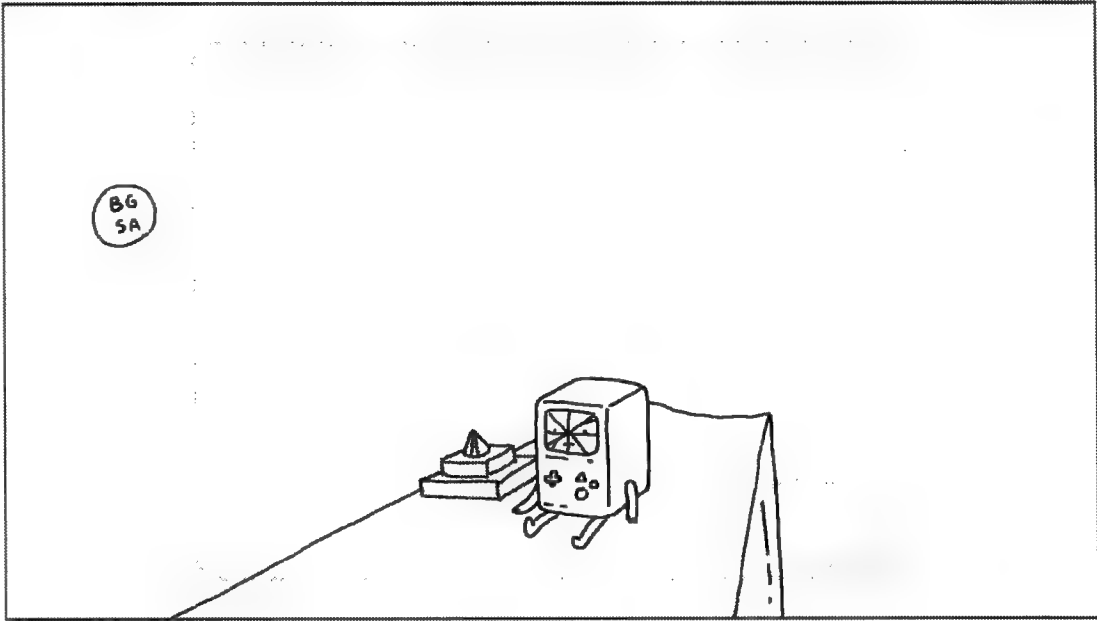


Sc. 173

Pnl. D

Bg.

day night



Dialog:

(SPX) TONK

Action:

Timing:

EPISODE #

Production :

1034-228

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ADVENTURE TIME

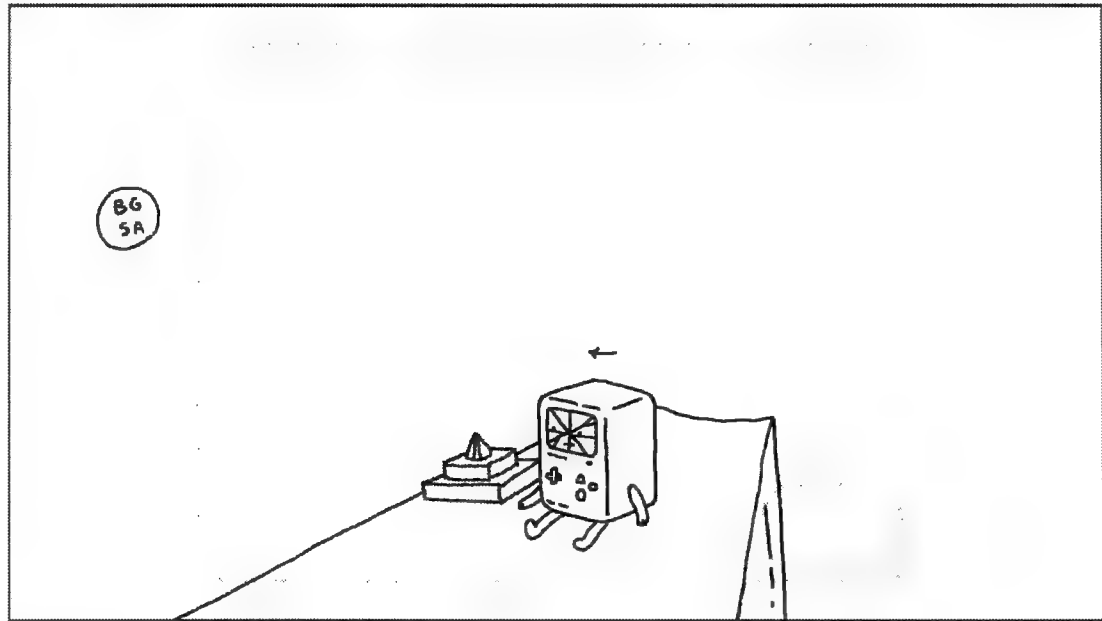


Sc. 173

Pnl. E

Bg.

day night

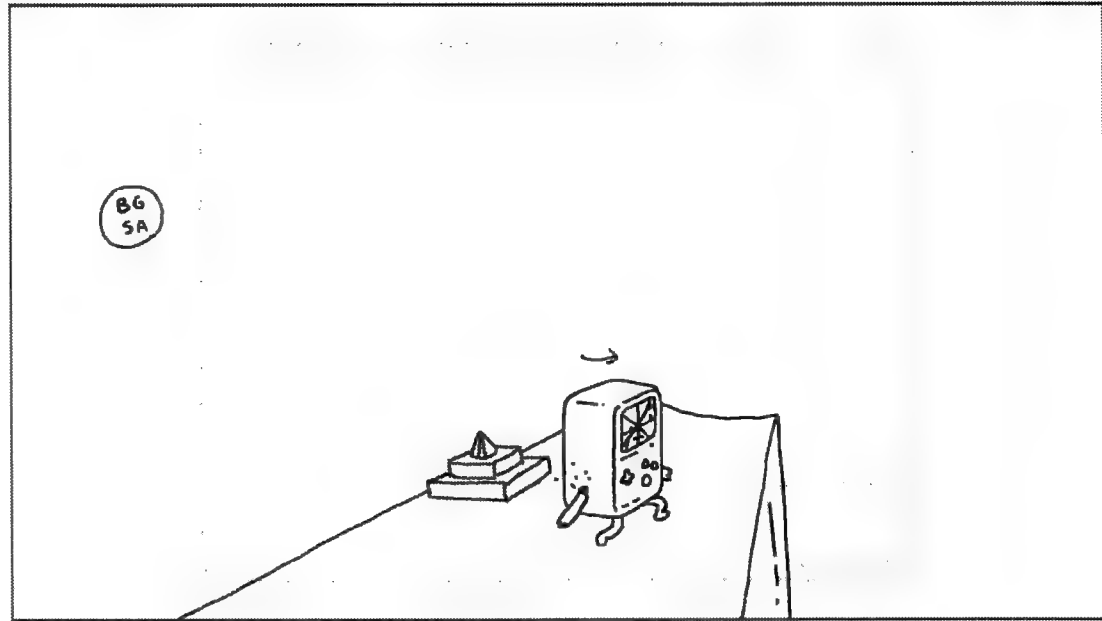


Sc. 173

Pnl. F

Bg.

day night

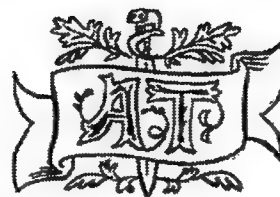


Dialog:	
(A) (OS) I'M SICK! (DISTANT)	
Action:	LOOKS AT DRIVE.
Timing:	

EPISODE # 1034-228  
Production :

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# ADVENTURE TIME

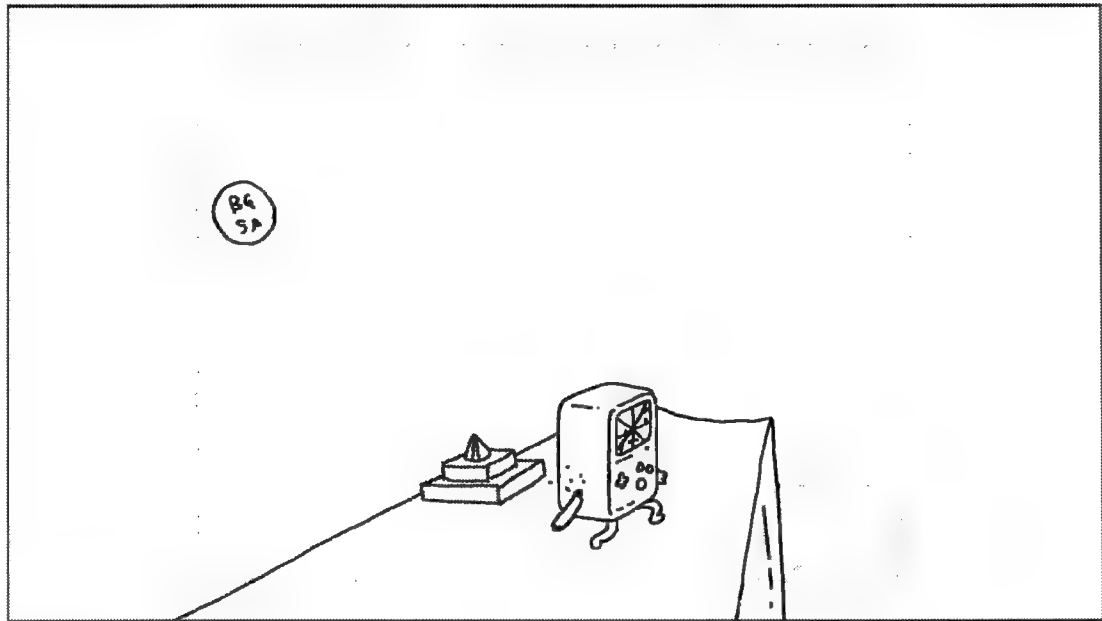


Sc. 173

Pnl. G

Bg.

day night

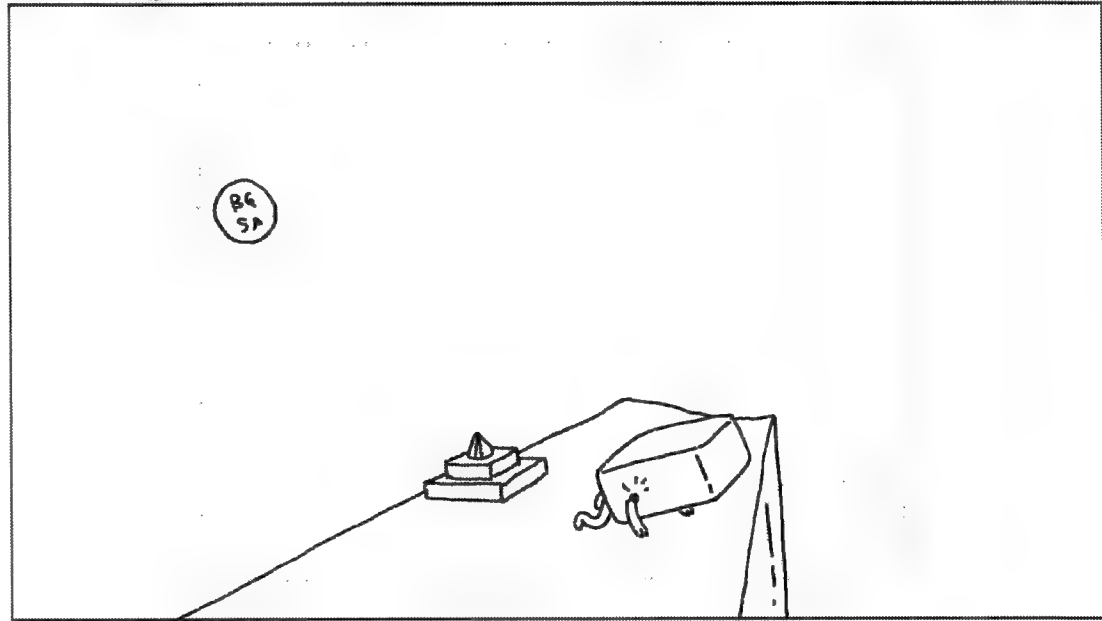


Sc. 173

Pnl. H

Bg.

day night



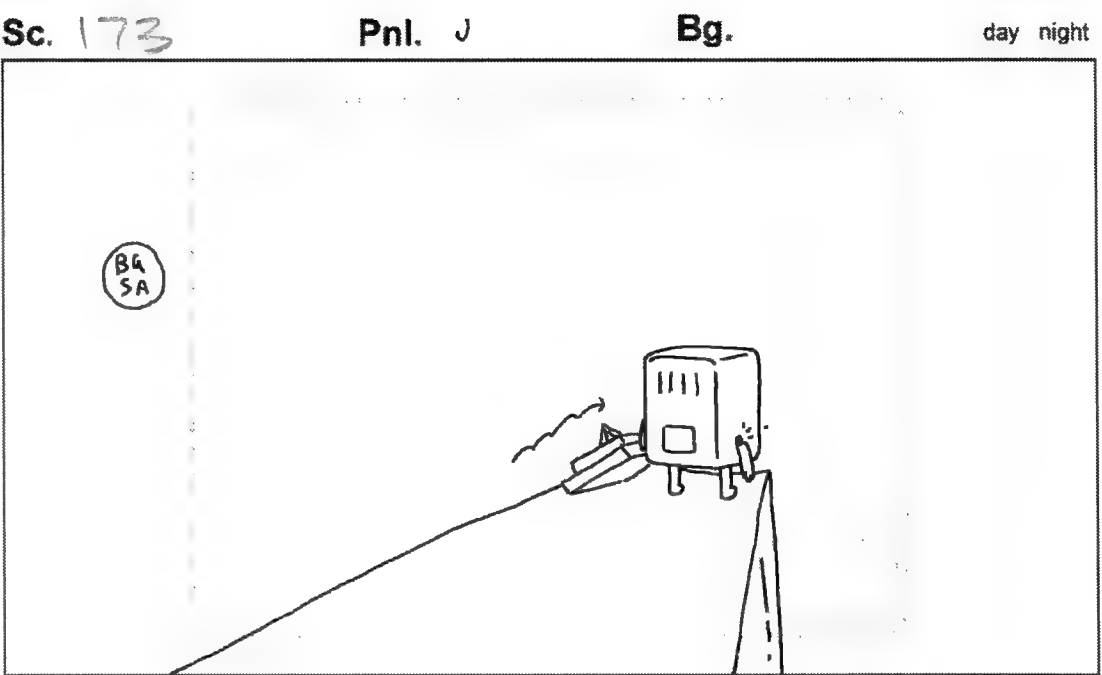
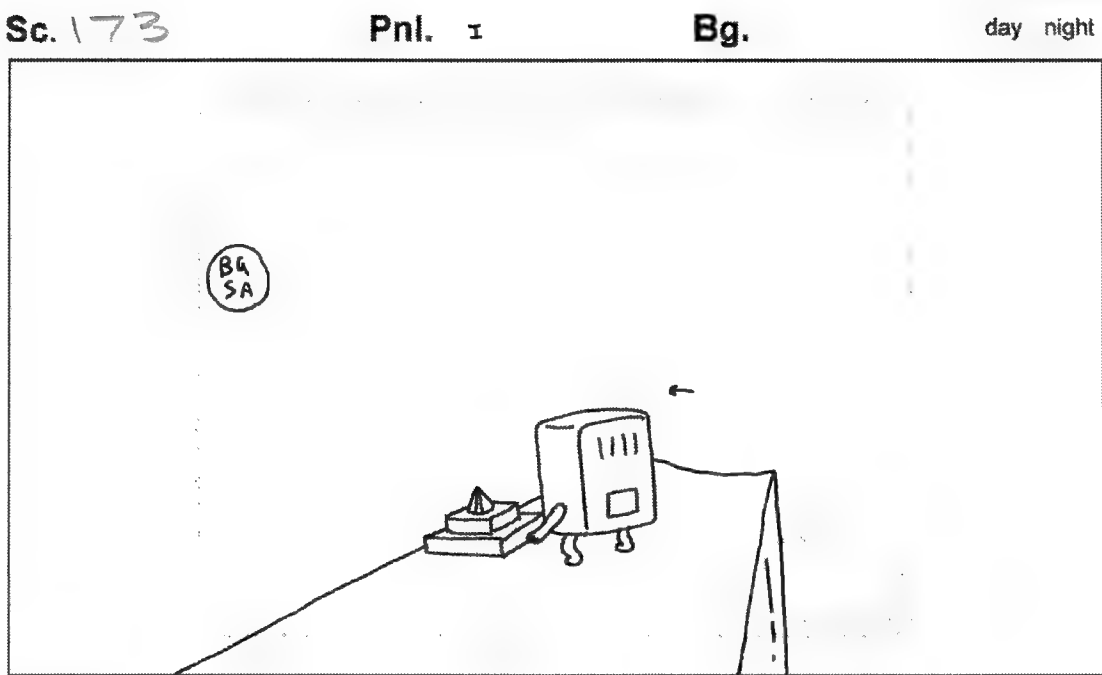
Dialog:
<u>(SFX)</u> (DISTANT) ≡ SMASH ! ≡
Action:
Timing:

EPISODE # 1034-228

Production :

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ADVENTURE TIME

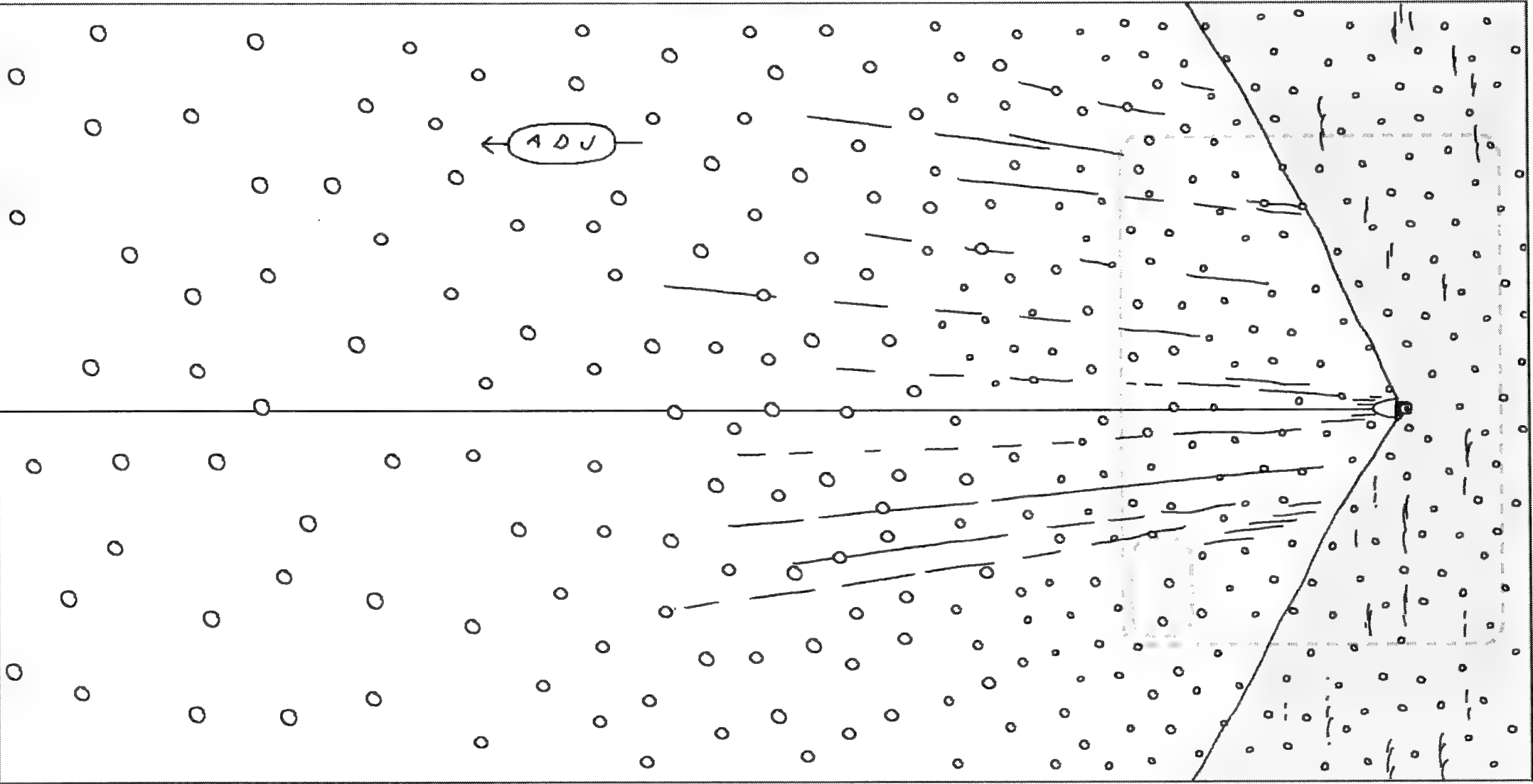


Dialog:
Action:
Timing:

EPISODE # 1034-228  
Production :



ADVENTURE TIME



Sc. 174

Pnl. A

Bg.

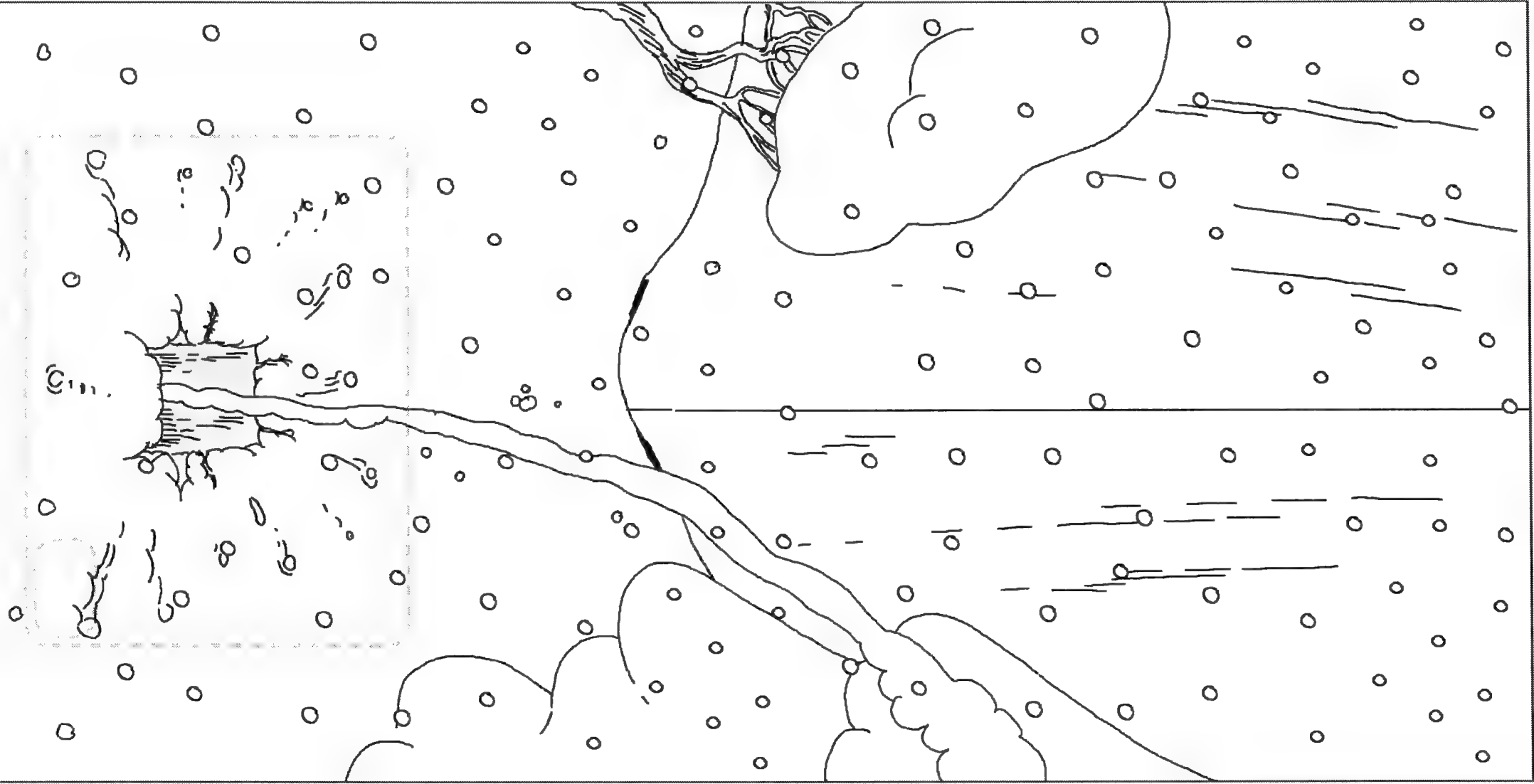
day night

1034-228

EPISODE #

Production :

ADVENTURE TIME



Sc. 174

Pnl. 8

Bg.

day night

1034-228

EPISODE #

Production :

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# ADVENTURE TIME



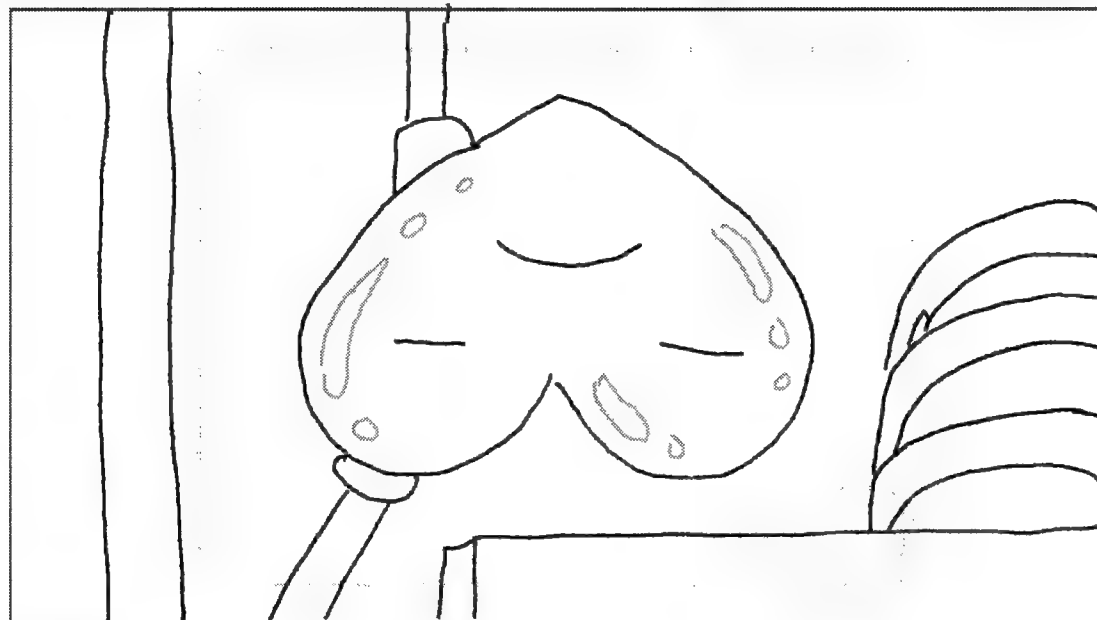
Page 237

Sc. 175

Pnl. A

Bg.

day night

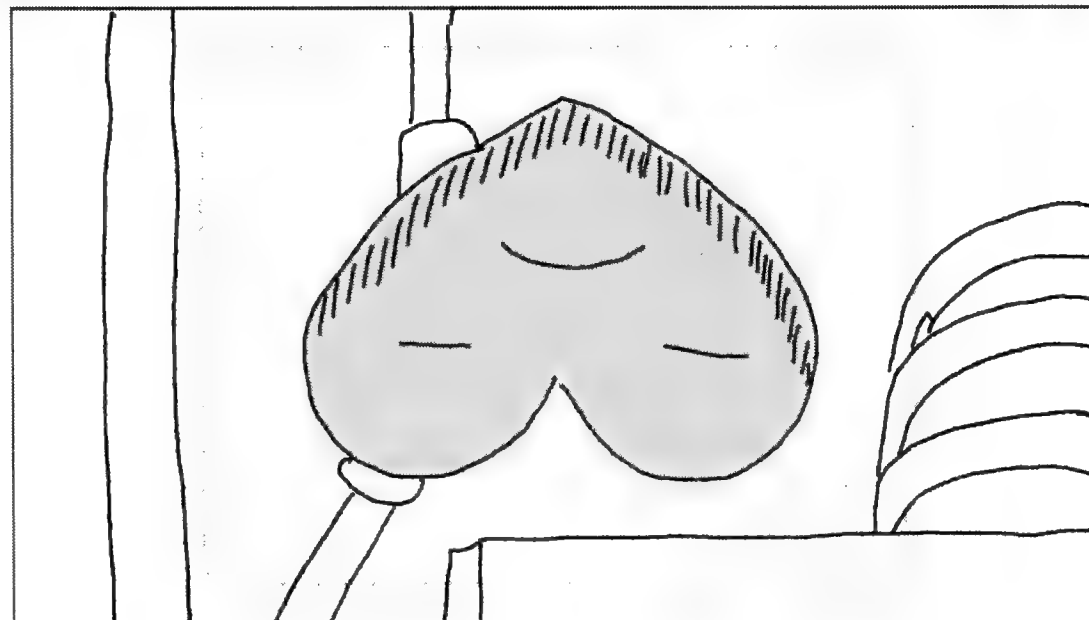


Sc. 175

Pnl. B

Bg.

day night



Dialog:

Action:

AMO'S GOLDEN HEART

GOES GREY.

Timing:

THIS CAN GET CUT, BUT I LIKE SHOWING THAT AMO HAS  
A GOLD HEART LIKE BMO DOES. ALSO HE CAN TOTALLY  
BE TURNED BACK ON. - S.W.

EPISODE #

Production :

1034-228

ADVENTURE TIME

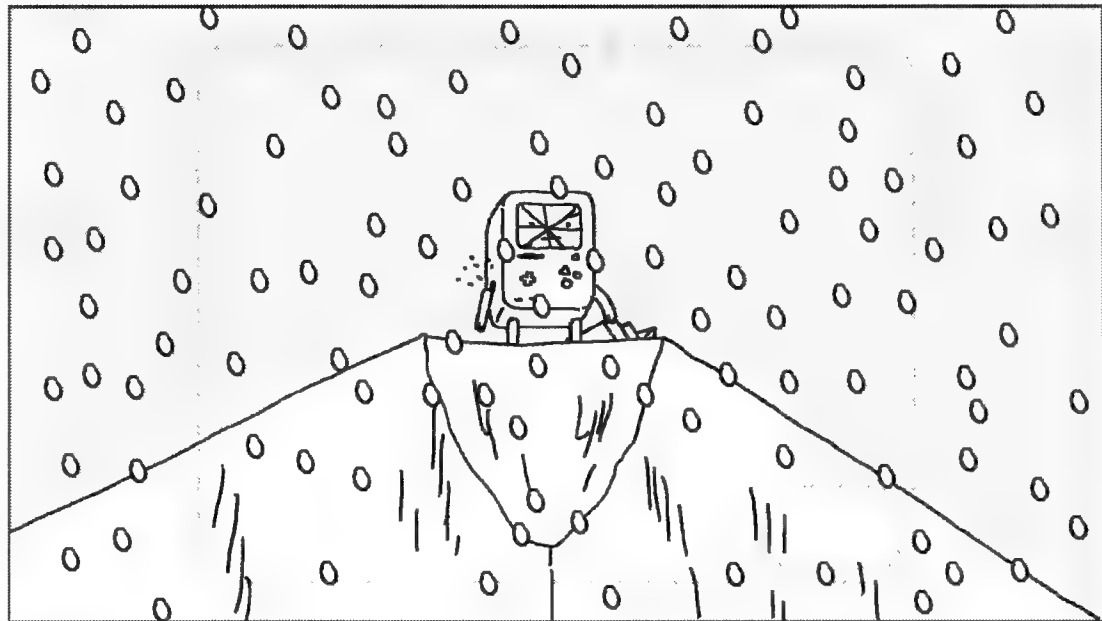


Sc. 176

Pnl. A

Bg.

day night

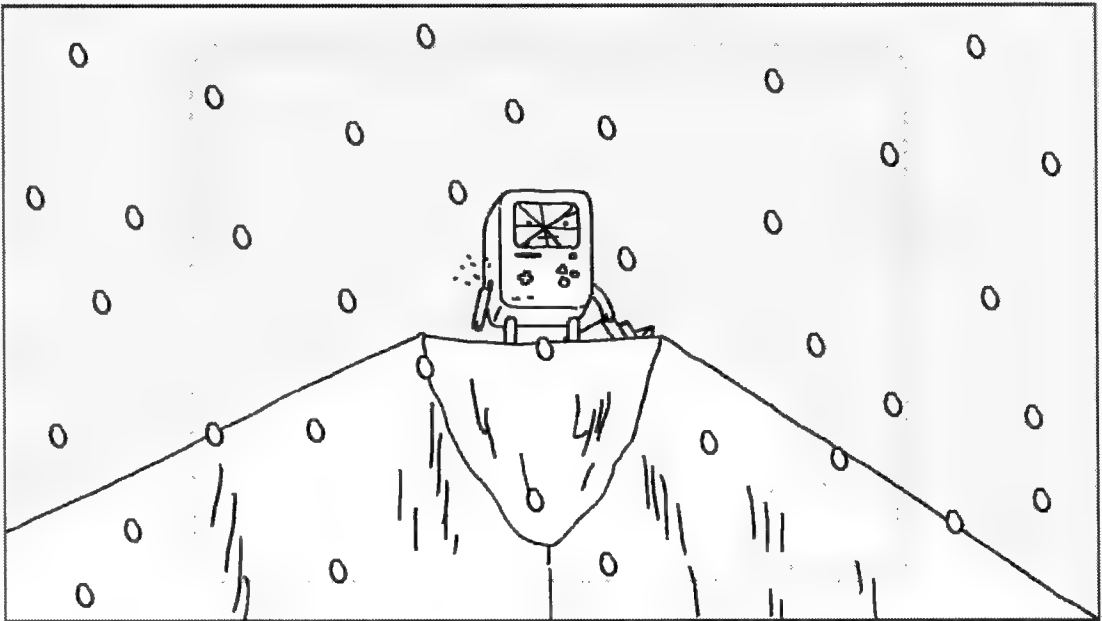


Sc. 176

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

1034-228

EPISODE #

Production :

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ADVENTURE TIME

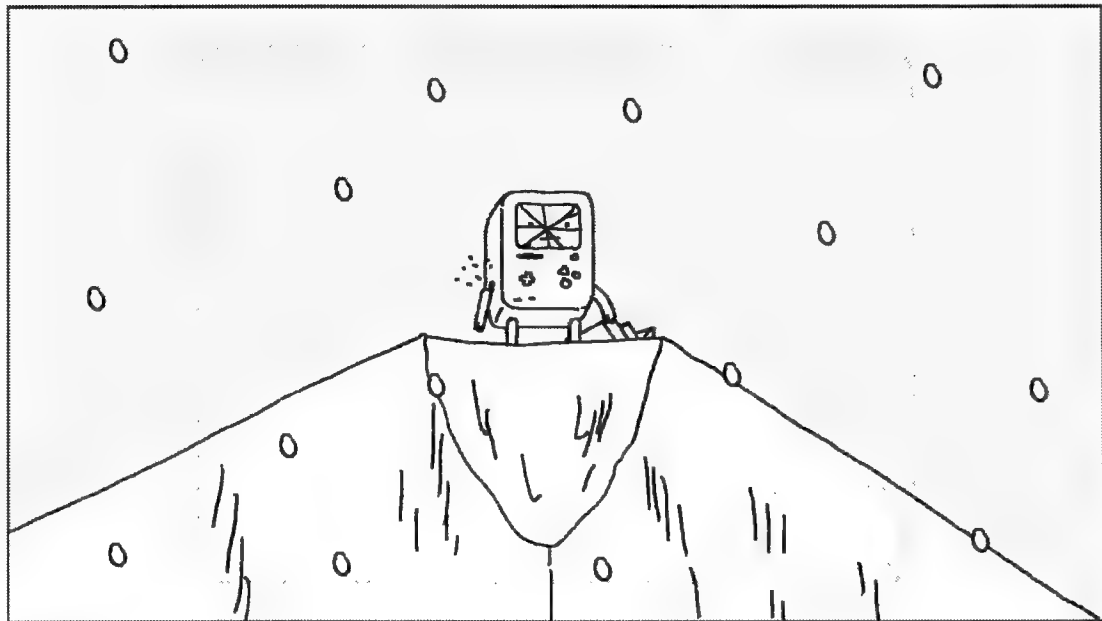


Sc. 176

Pnl. c

Bg.

day night

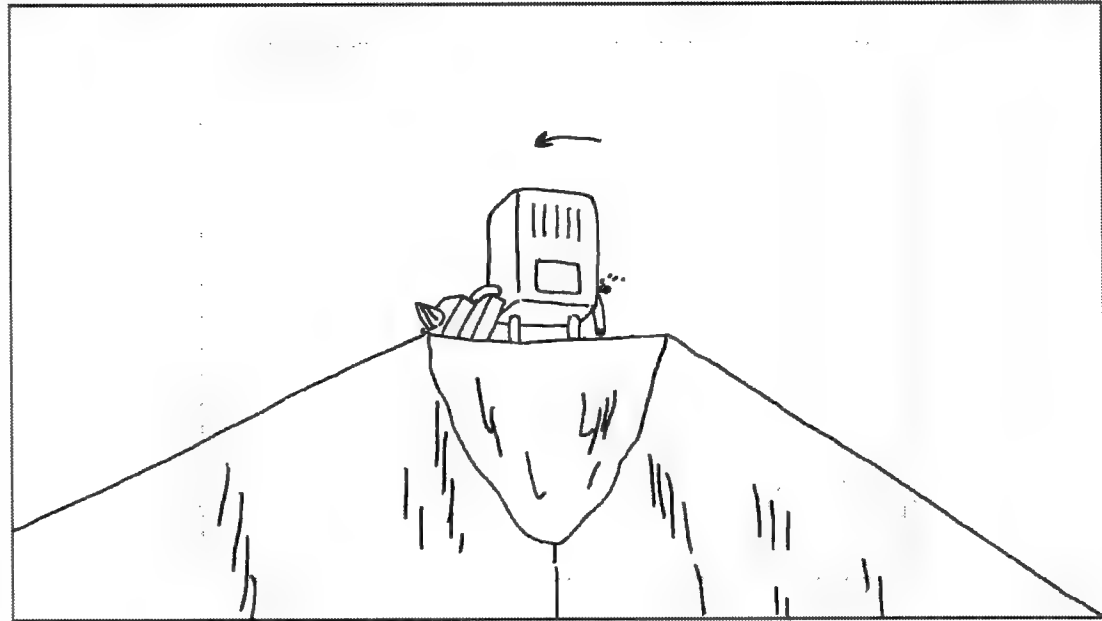


Sc. 176

Pnl. d

Bg.

day night



Dialog:
(F) (o.s.) BMO?
Action:
Timing:

1034-228

EPISODE #

Production :

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# ADVENTURE TIME



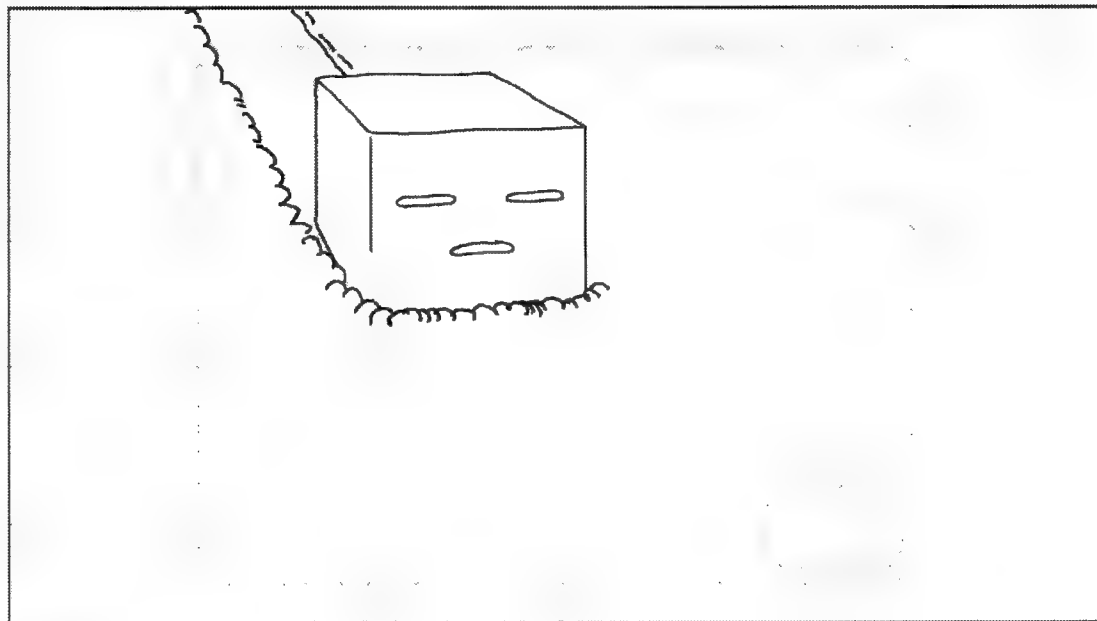
Page 240

Sc. 177

Pnl. A

Bg.

day night

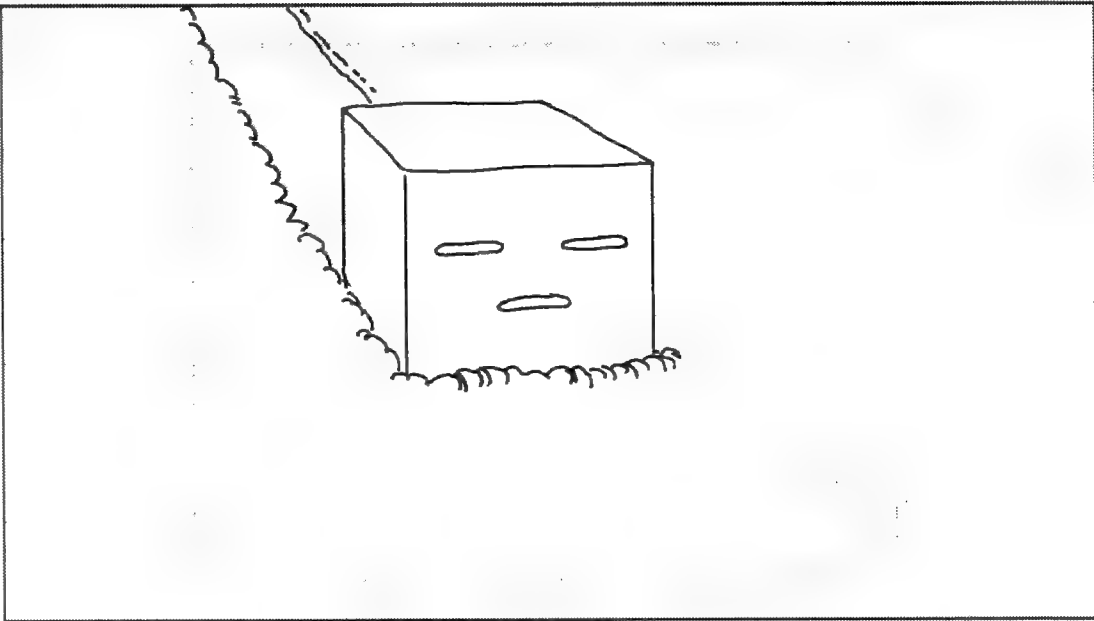


Sc. 177

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-228  
Production :

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# ADVENTURE TIME



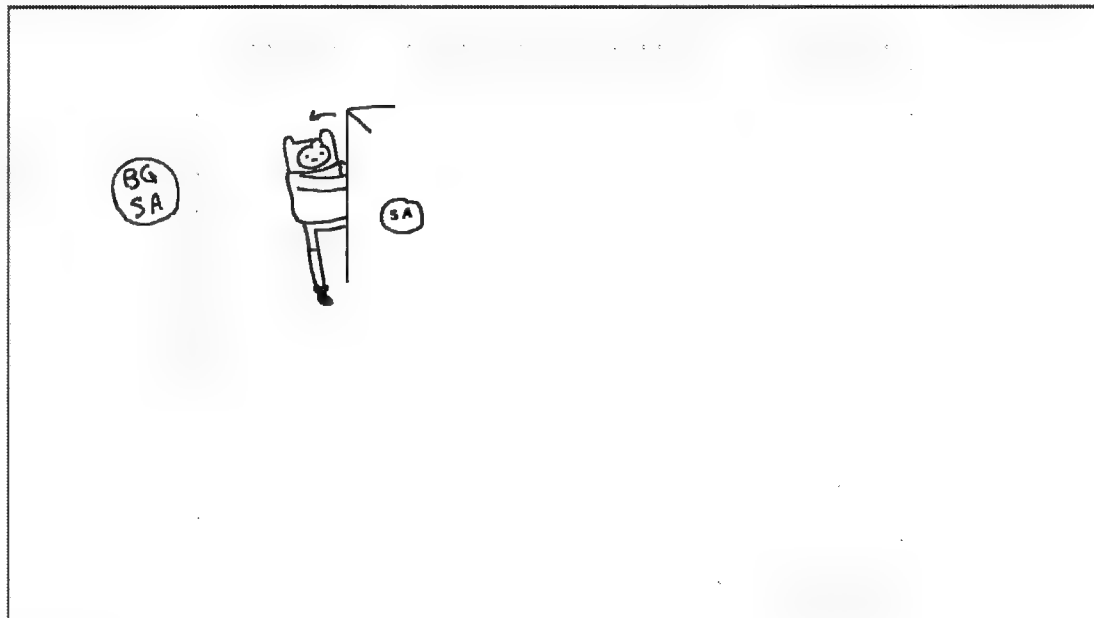
Page 241

Sc. 177

Pnl. c

Bg.

day night

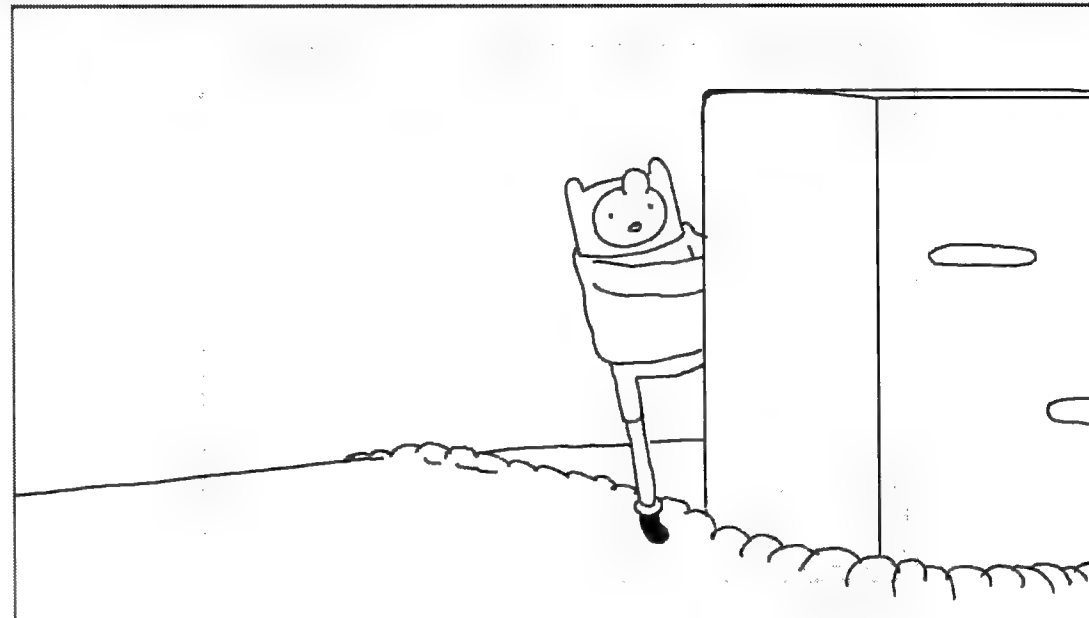


Sc. 178

Pnl. A

Bg.

day night



Dialog:

(F) HEY.

Action:

Timing:

1034-228

EPISODE #

Production :

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# ADVENTURE TIME



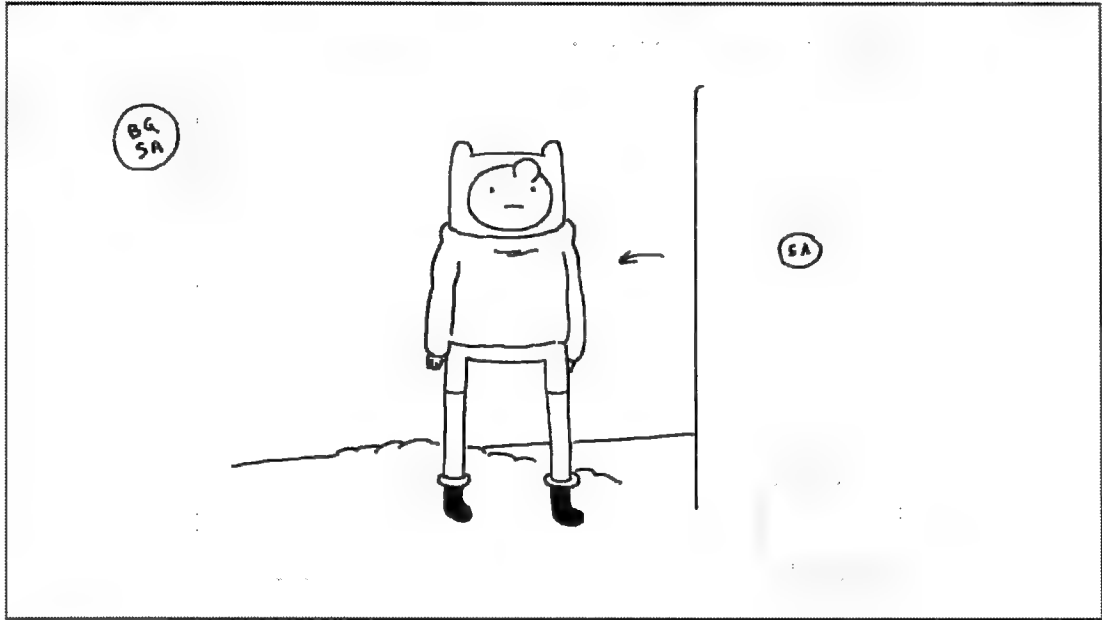
Page 242

Sc. 178

Pnl. B

Bg.

day night

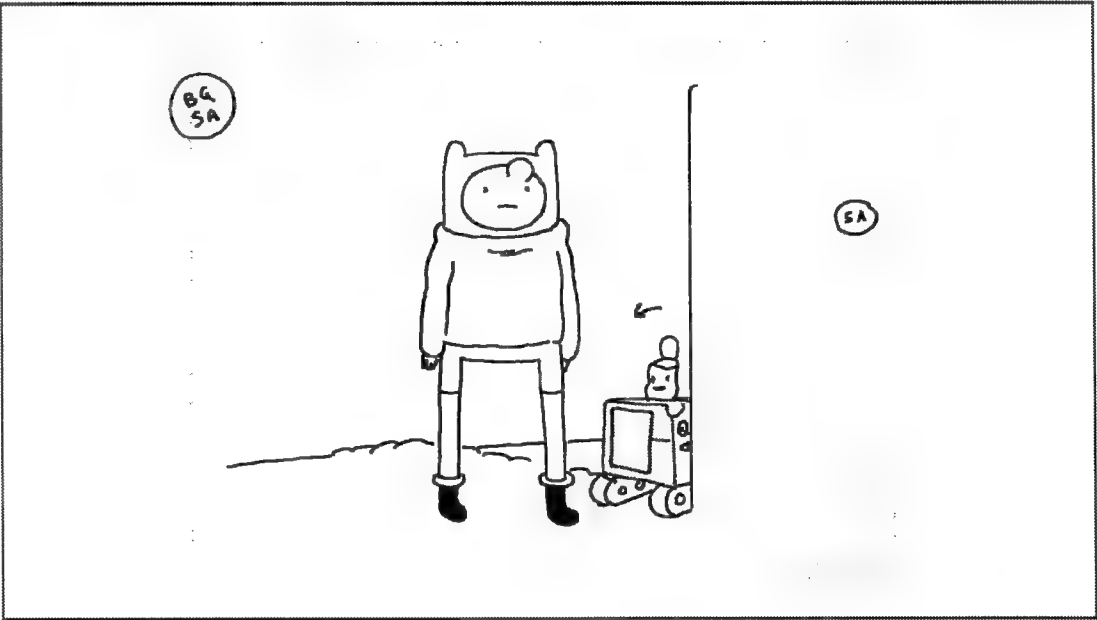


Sc. 178

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

1034-228



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# ADVENTURE TIME



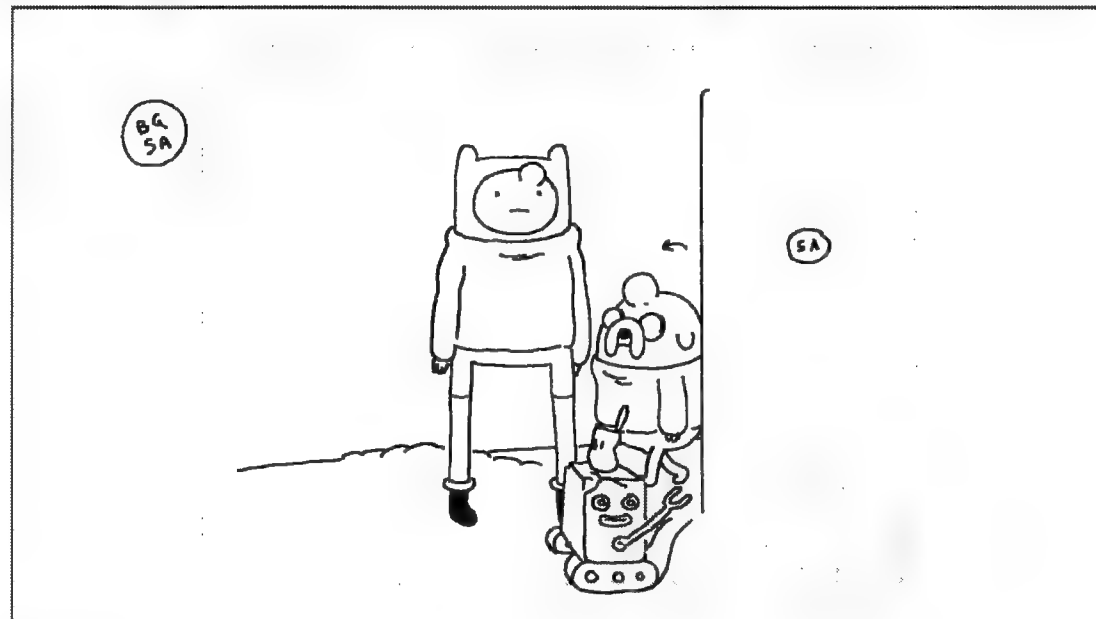
Page 243

Sc. 178

Pnl. D

Bg.

day night

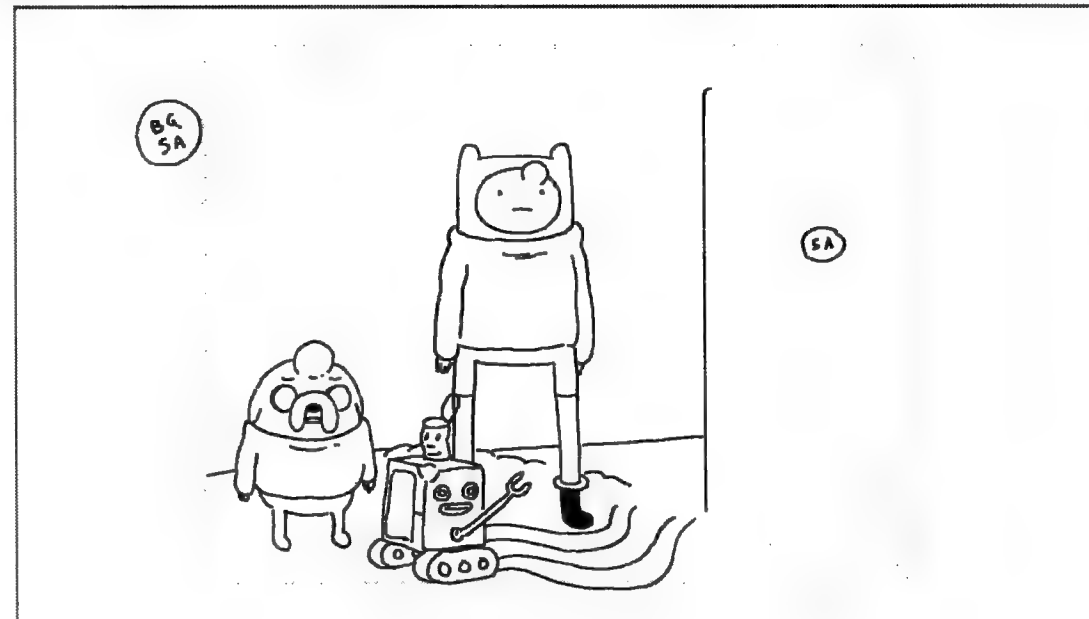


Sc. 178

Pnl. E

Bg.

day night



Dialog:

J HEY?

Action:

Timing:

EPISODE #

1034-228

Production :

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# ADVENTURE TIME



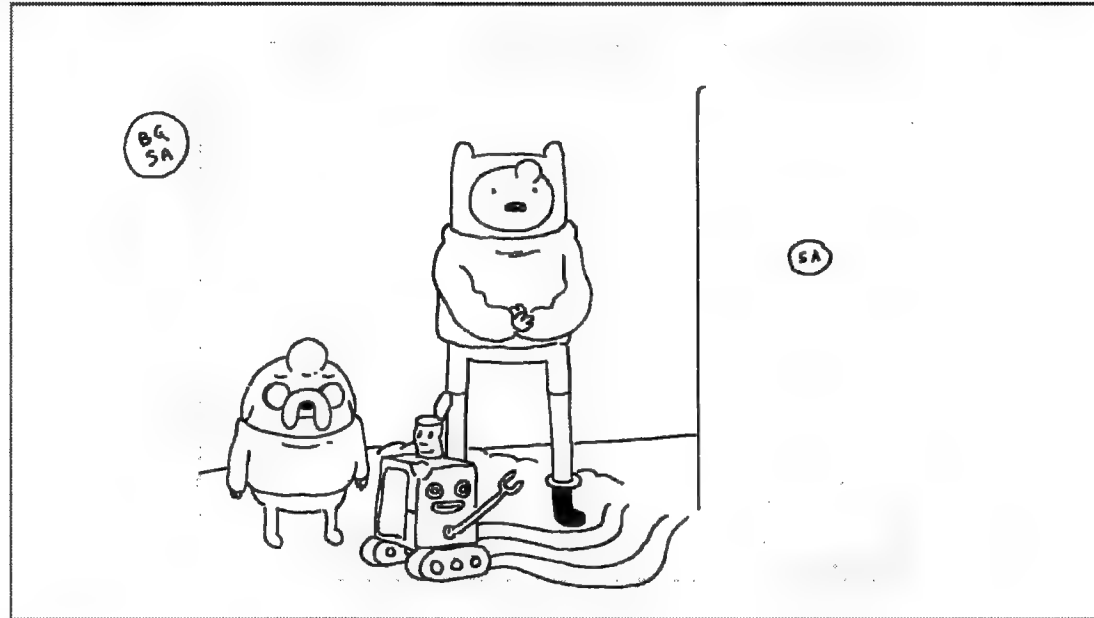
Page 244

Sc. 178

Pnl. F

Bg.

day night

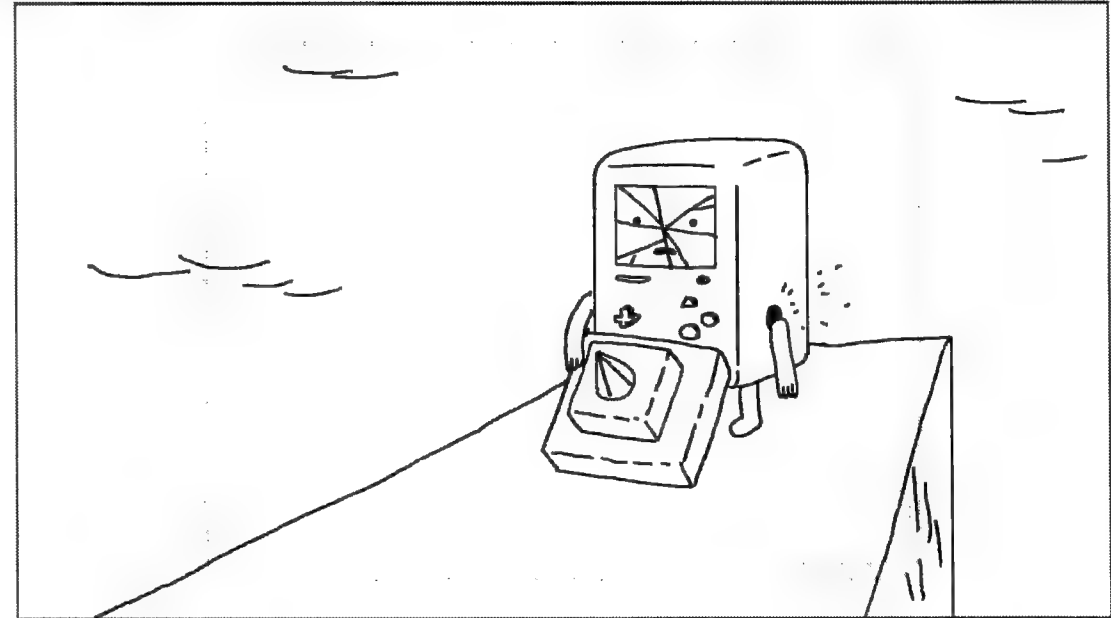


Sc. 179

Pnl. A

Bg.

day night



Dialog:

(F) WE CAUGHT THE TAIL END  
OF WHAT HAPPENED. ARE

(BMO) I DON'T KNOW.

Action: YOU OKAY?

DEAD SOUNDING.

Timing:

EPISODE #

1034-228

Production :

# ADVENTURE TIME



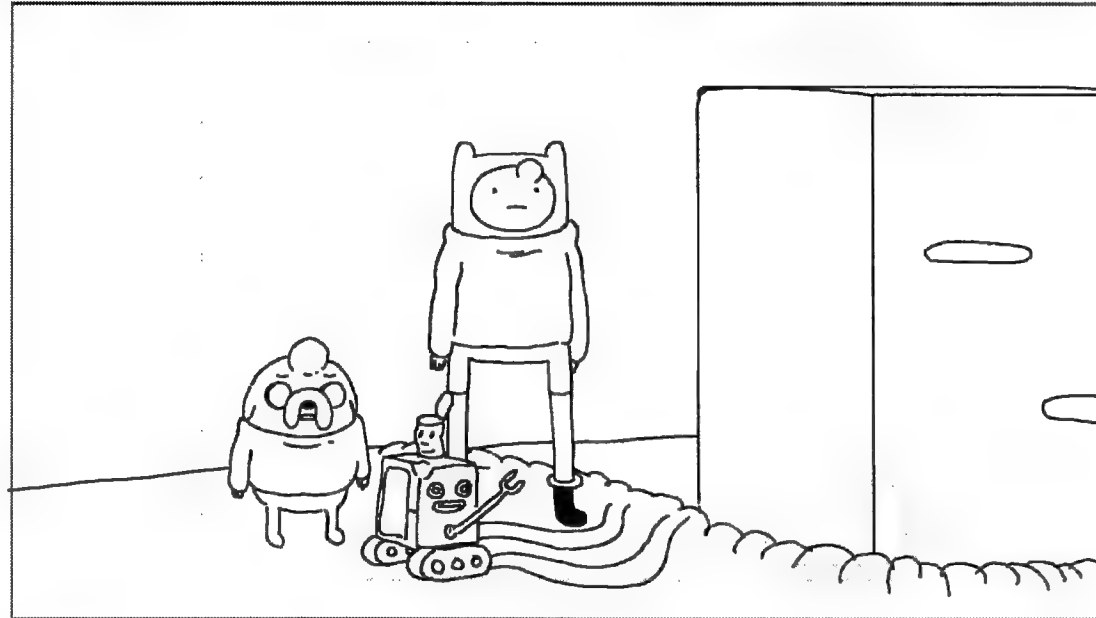
Page 245

Sc. 180

Pnl. A

Bg.

day night

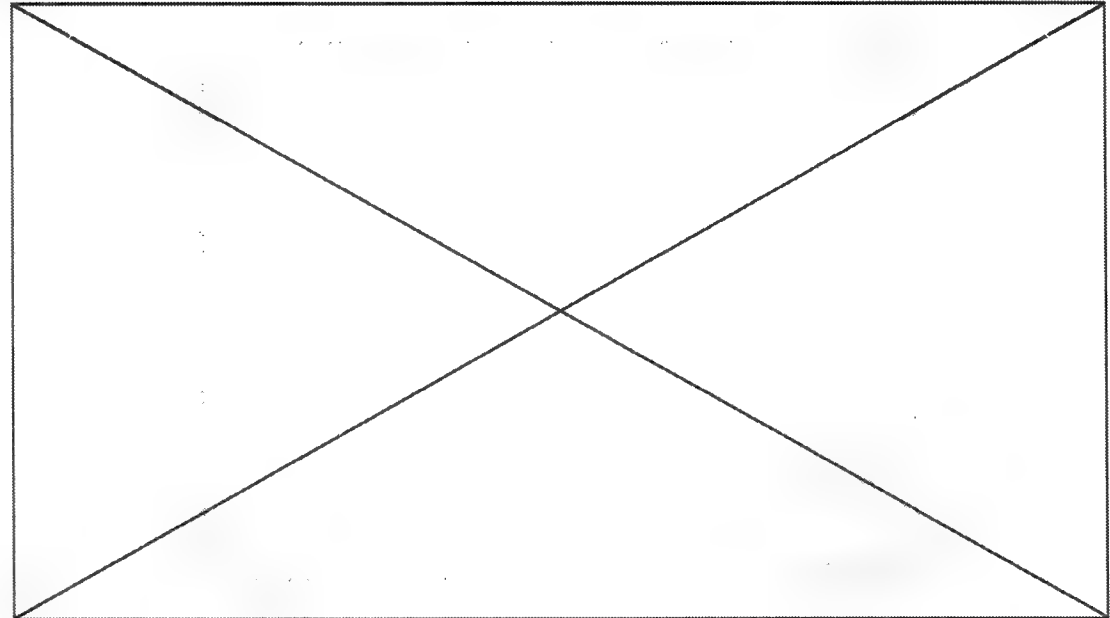


Sc.

Pnl.

Bg.

day night



Dialog:

J I DON'T LIKE  
THAT .

Action:

Timing:

EPISODE #

1034-228

Production :

# ADVENTURE TIME



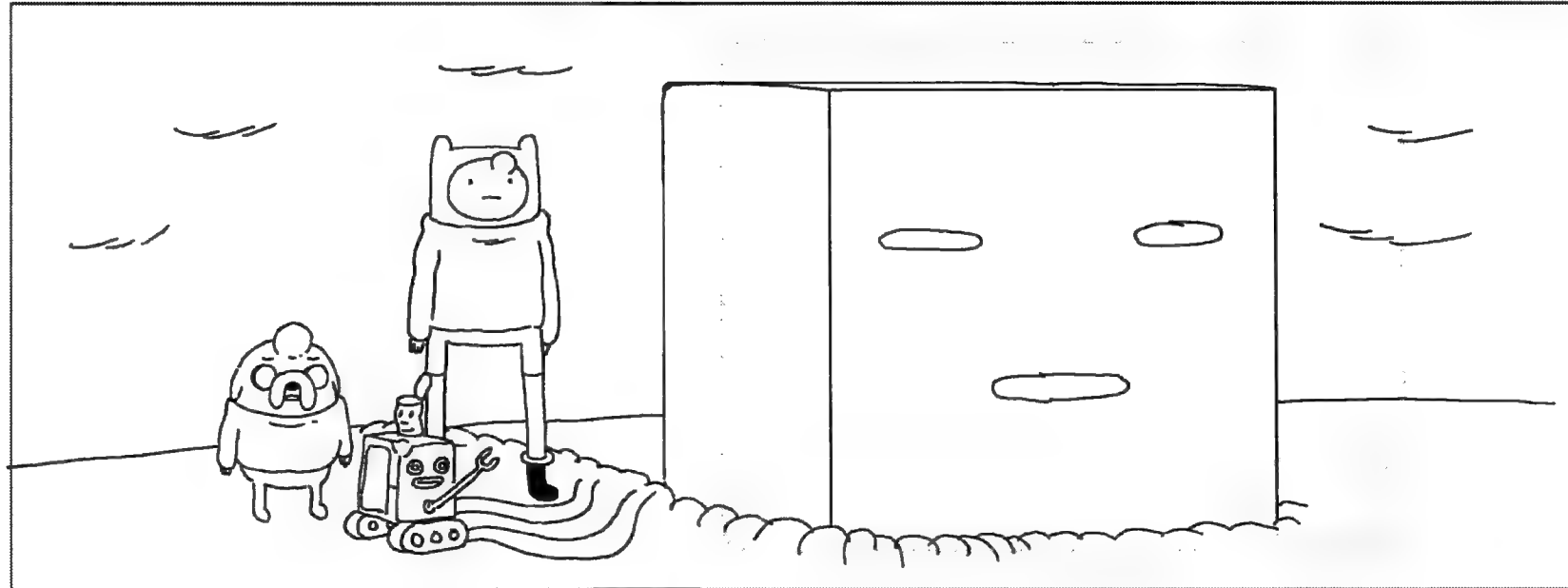
Page 246

Sc. 180

Pnl. B

Bg.

day night



Dialog:

MOS

BMO , WILL YOU LIVE WITH US  
BACK AT THE FACTORY? WITH

Action:

MOE GONE , YOU CAN BE OUR  
LEADER

Timing:

EPISODE #

1034-228

Production :



# ADVENTURE TIME

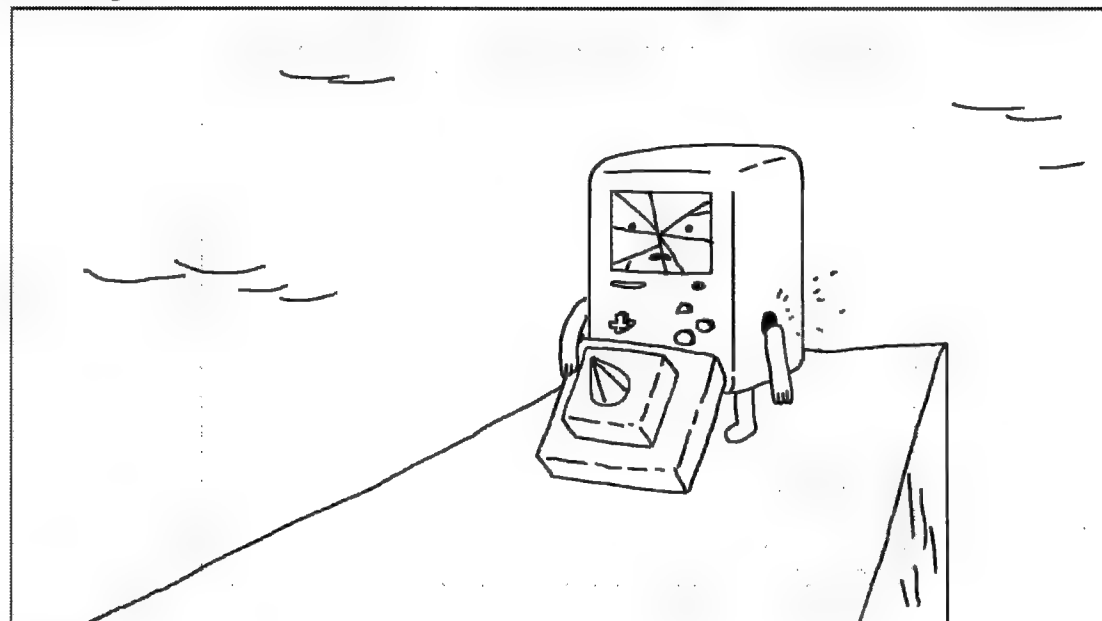
Page 247

Sc. 181

Pnl. A

Bg.

day night

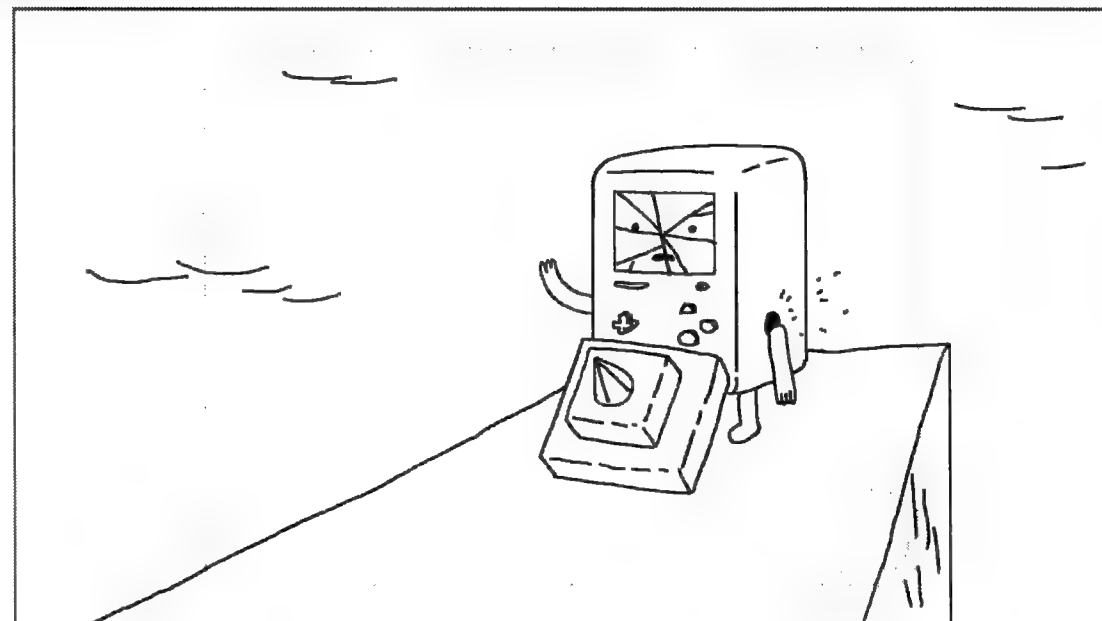


Sc. 181

Pnl. B

Bg.

day night



Dialog:

**BMO** I .. NO I DON'T  
THINK I CAN. I'M  
NOT GROWN UP, OR I'M  
TOO GROWN UP NOW, I DON'T  
KNOW.

Act

I THINK I JUST KILLED  
SOMEONE.

Tim

↑  
STILL  
KIND OF  
STUNNED,  
MONOTONE.

**BMO** I NEED TO HAVE  
SOME TIME ALONE,

1034-228

EPISODE #

Production :

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# ADVENTURE TIME



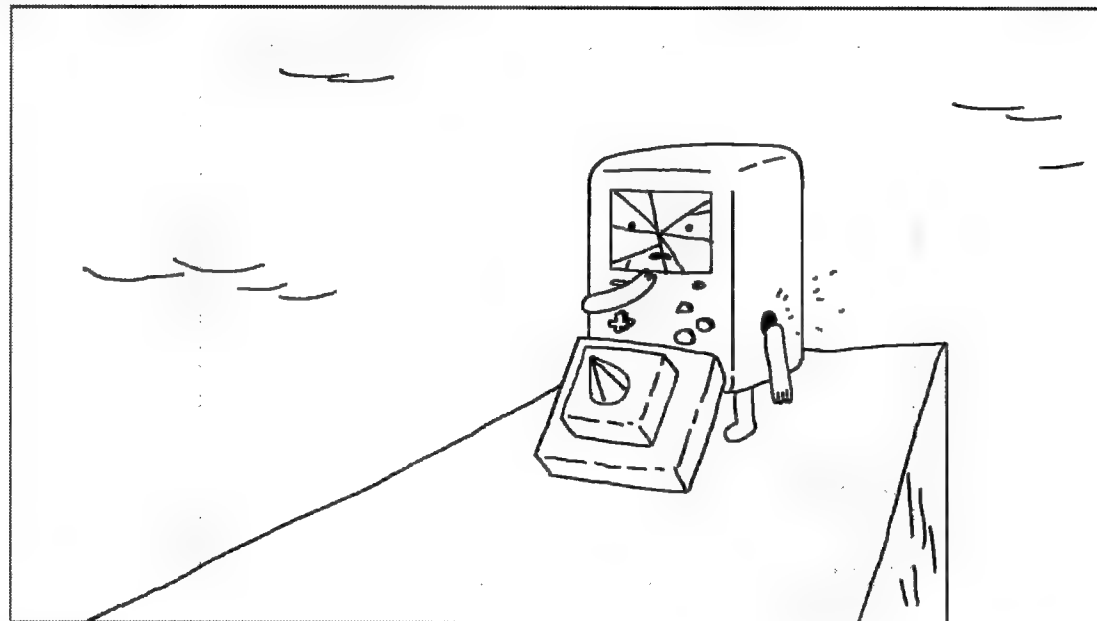
Page 248

Sc. 181

Pnl. C

Bg.

day night

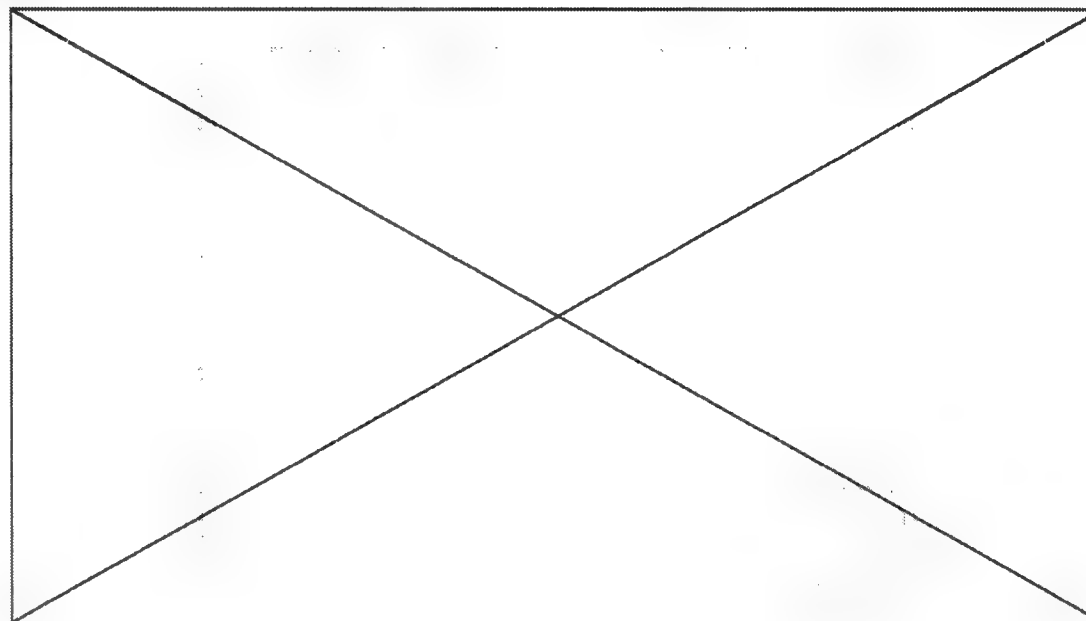


Sc.

Pnl.

Bg.

day night



Dialog:

BMO BUT YOU'RE ALL REALLY  
NICE. I'M SORRY.

Action:

Timing:

EPISODE #

Production :

1034-228

ADVENTURE TIME

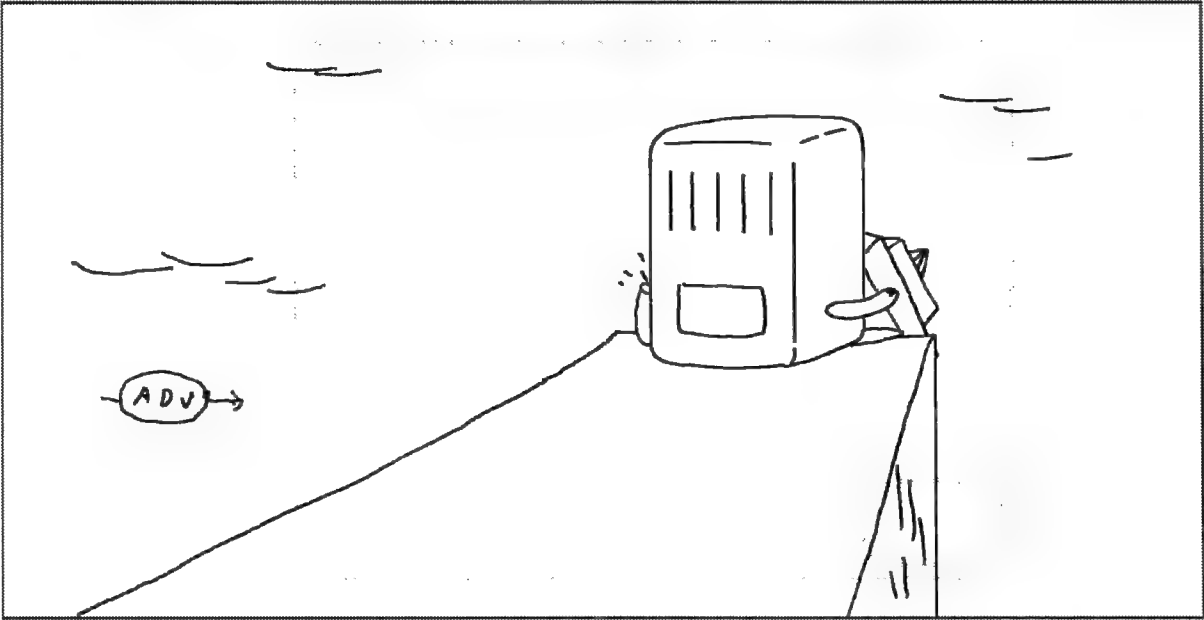


Sc. 181

Pnl. D

Bg.

day night



Dialog:
Action:
Timing:

EPISODE #

Production :

1034-228

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ADVENTURE TIME

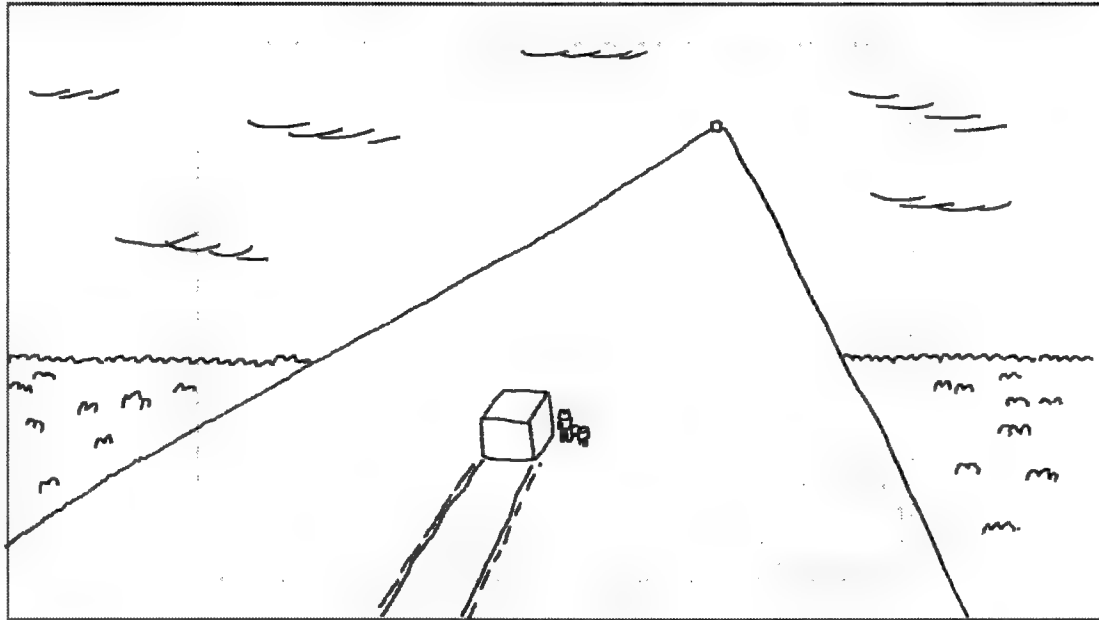


Sc. 182

Pnl. A

Bg.

day night

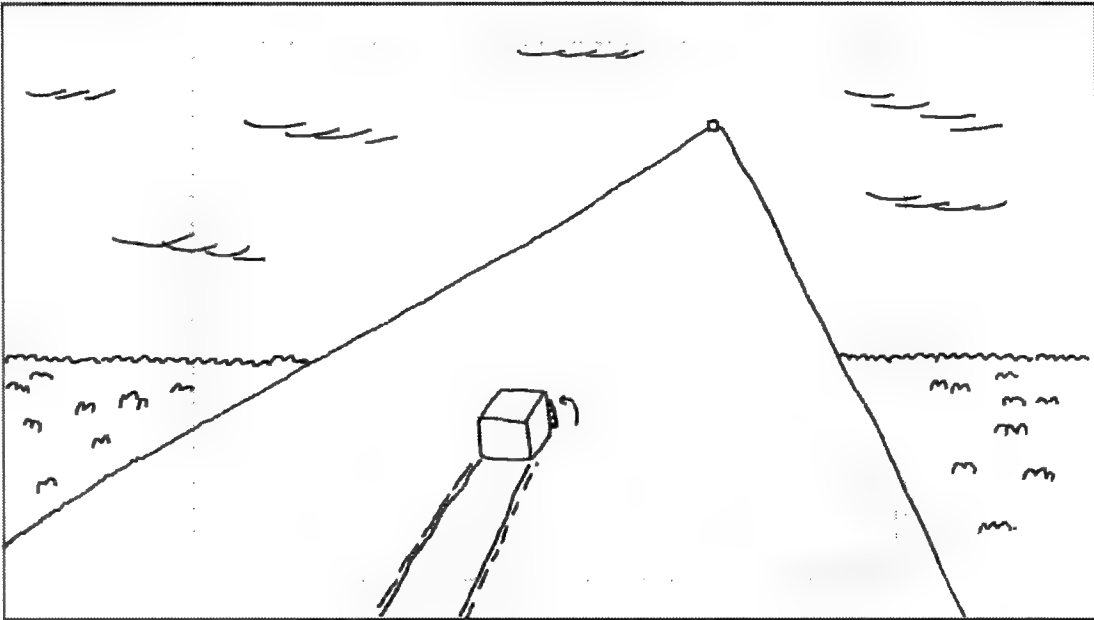


Sc. 182

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

Production :  
EPISODE # 1034-228



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# ADVENTURE TIME



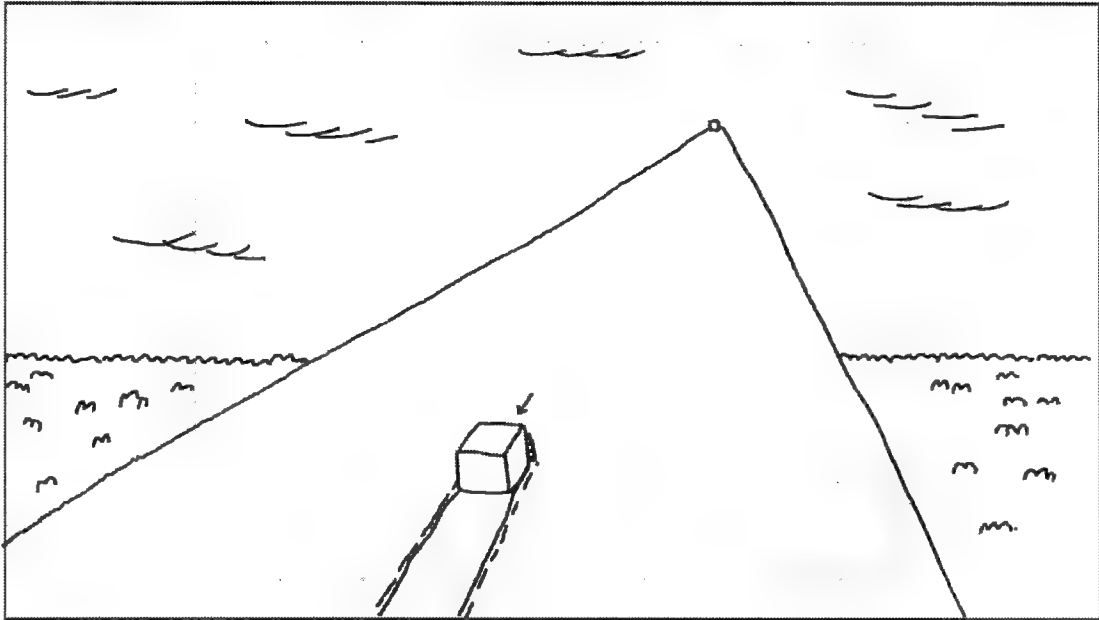
Page 251

Sc. 182

Pnl. <sup>c</sup>

Bg.

day night

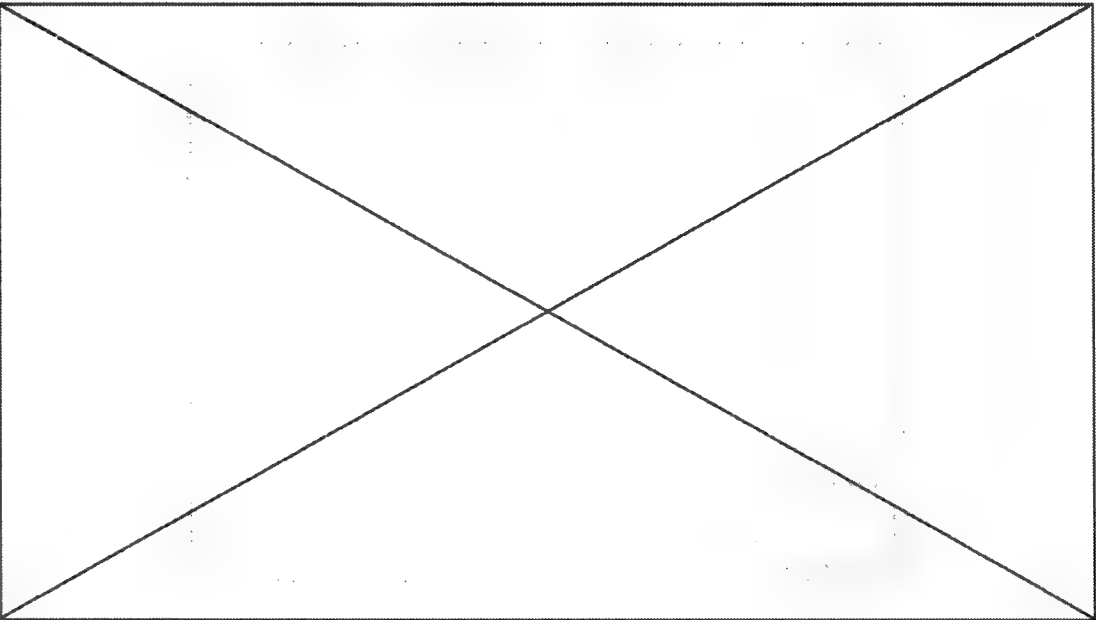


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

SLOWLY STARTS PUSHING  
THE CUBE DOWN THE HILL.

Timing:

EPISODE #

Production :

1034-228

ADVENTURE TIME



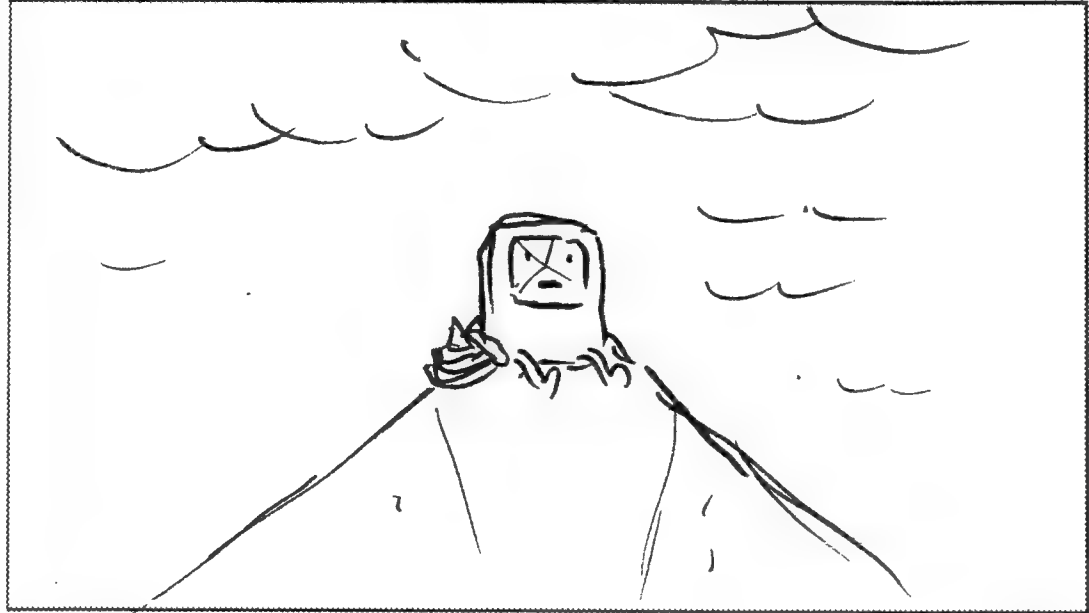
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Sc. 183

Pnl. A

Bg.

day night

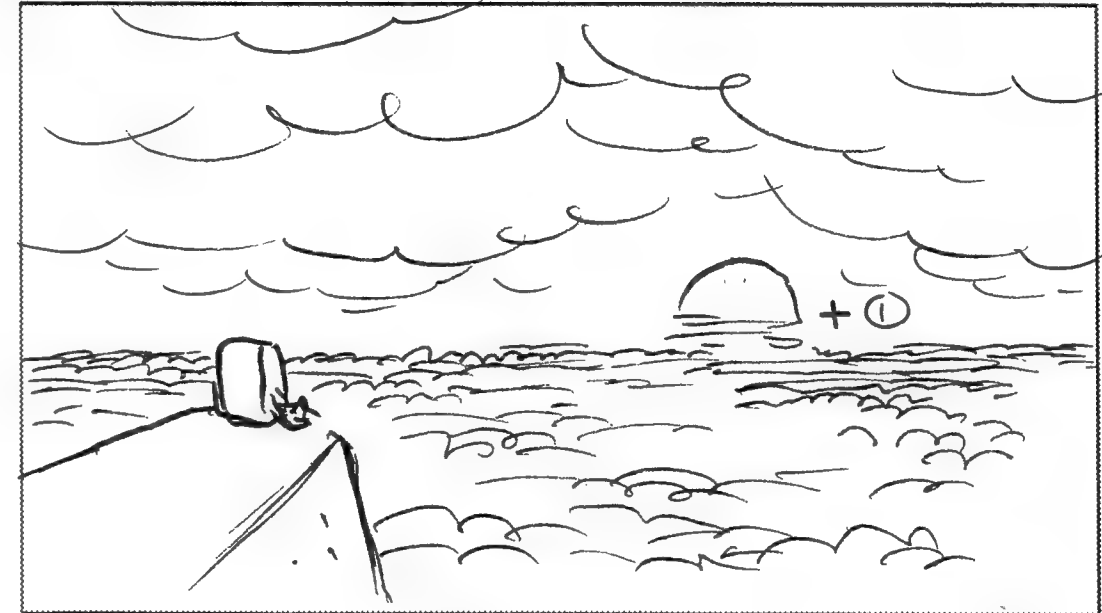


Sc. 184

Pnl. A

Bg.

day night



Dialog:

BMO That was the craziest thing that ever happened...

- BEAT -

Action:

- Sun sets

Timing:



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1034-228

EPISODE #

Production :

# ADVENTURE TIME



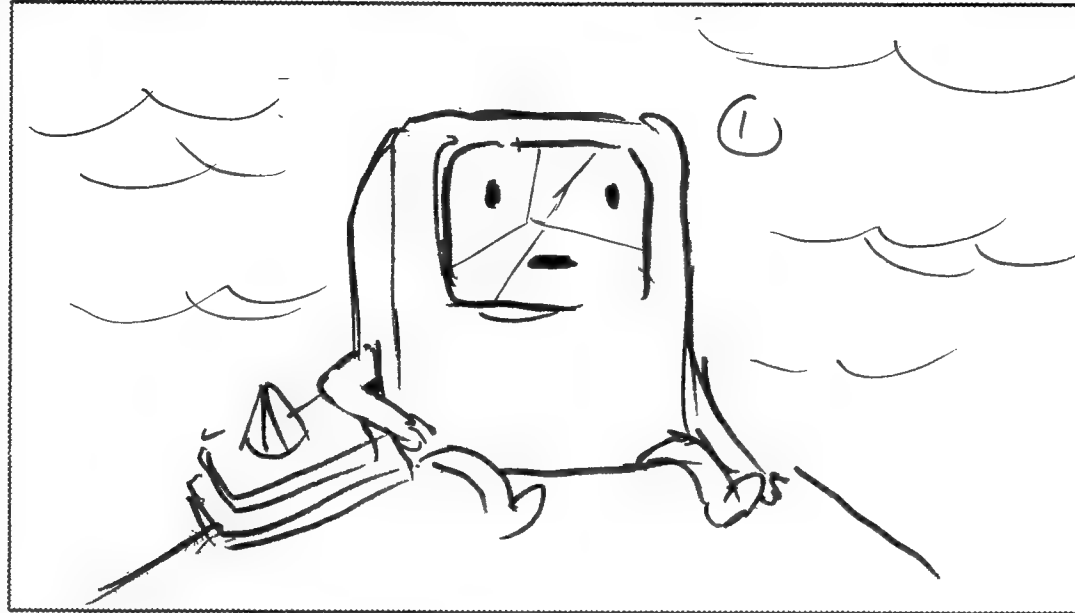
Page 253

Sc. 185

Pnl. A

Bg.

day night

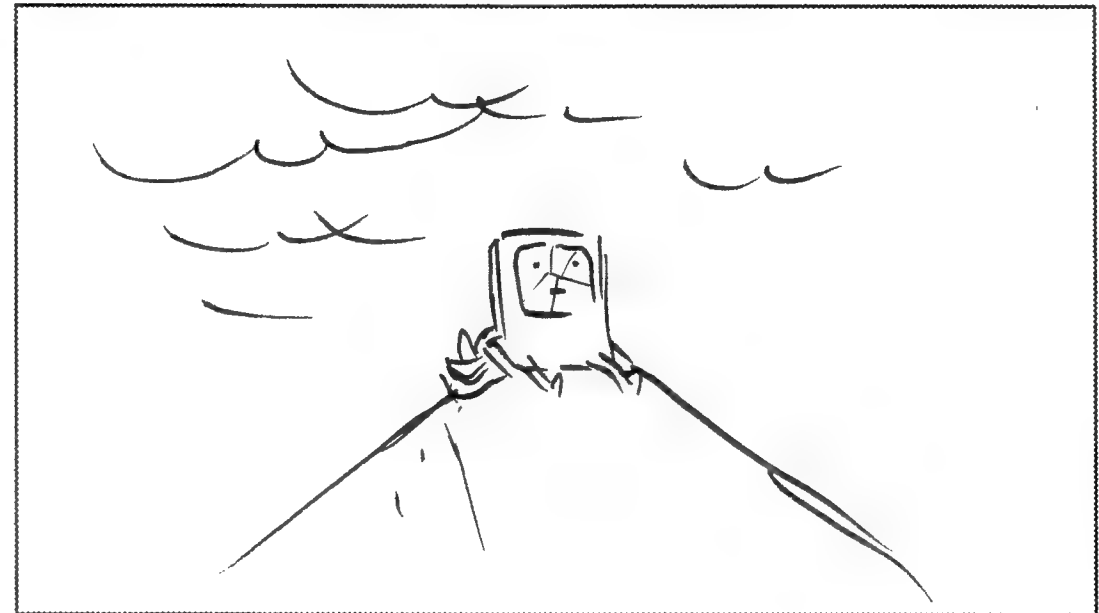


Sc. 186

Pnl. A

Bg.

day night



Dialog:

BMO <sup>①</sup> But I guess,  
after all that,

Action:

[DEEP VOICE MAN IMPRESSION]:

<sup>②</sup> I DO FEEL A  
BIT MORE GROWN.

Timing:



BMO → \*Exhale\*

EPISODE # 1034-228

Production :

# ADVENTURE TIME



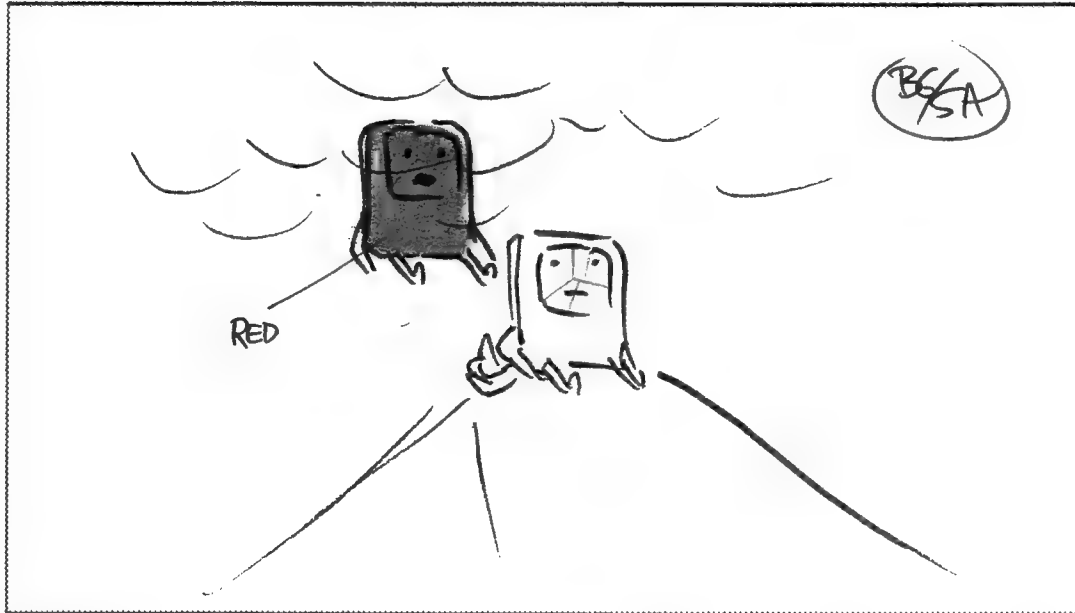
Page 25A

Sc. 186

Pnl. B

Bg.

day night

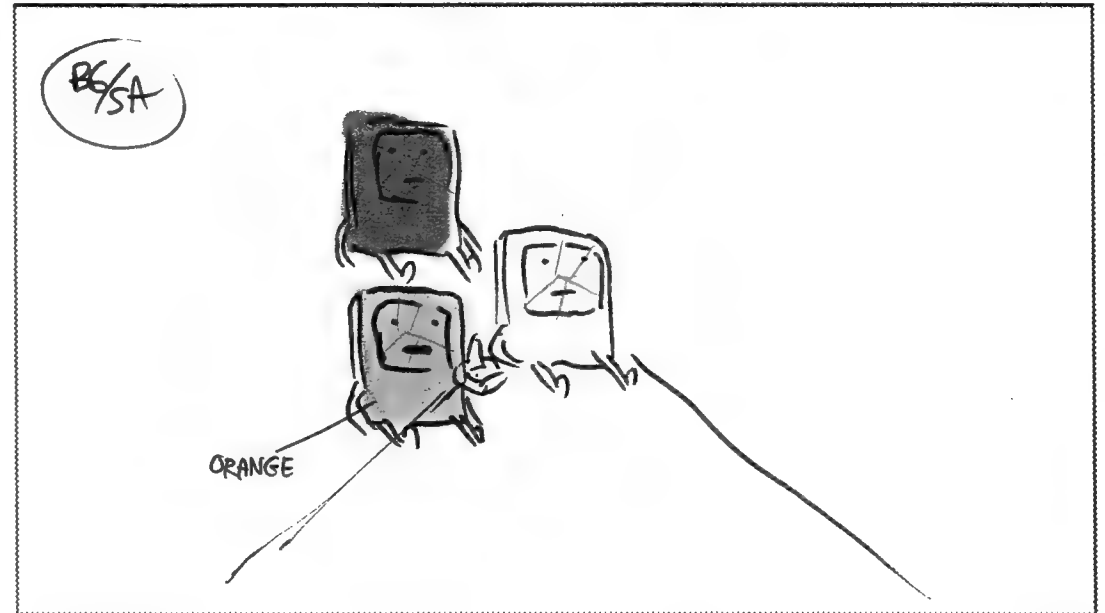


Sc. 186

Pnl. C

Bg.

day night



Dialog:

(BMO RED) still monologue  
(not dialogue, ie- one continuous voice)

(BMO ORANGE)

so who knows  
if I'll ever grow  
up at all.

Action:

Except that the  
mission was  
just a made up

Timing:

lie,

- Rainbow of transparent BMO's begins to appear

1034-228

EPISODE #

Production :

# ADVENTURE TIME



Page 255

Sc. 186

Pnl. D

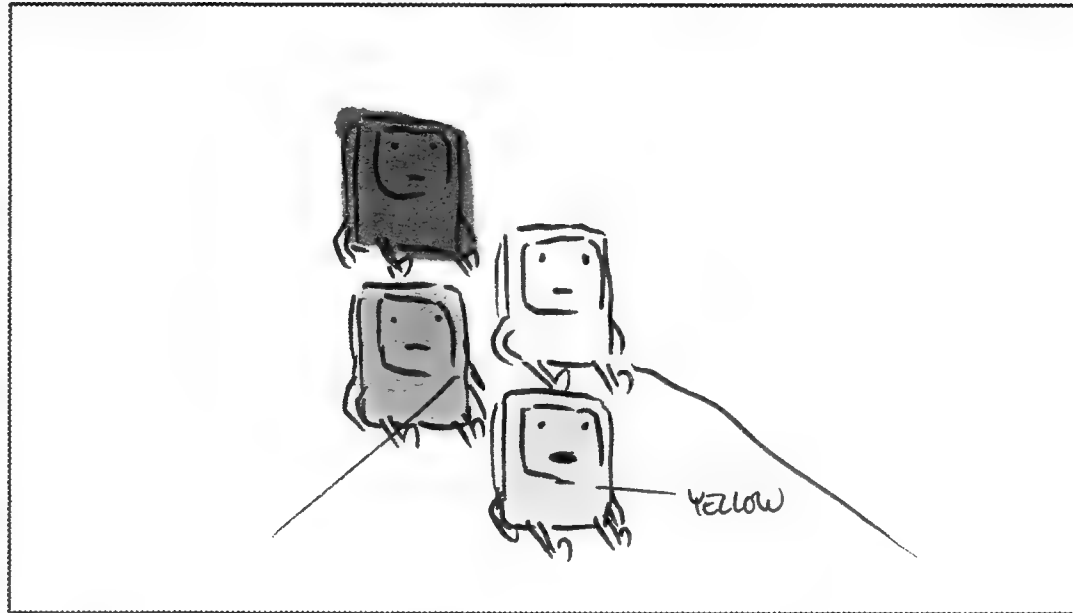
Bg.

day night

Sc. 187

Pnl. A

Bg.



Dialog:

BMO  
Yellow

→ And MOE is  
gone now..

Action:

Timing:

BMO  
Yellow  
V.O.

→ so if there's  
anything he  
— wanted to teach  
me, it better be  
— in me already.

[reuse "BE MORE" footage]



EPISODE # 1034-228

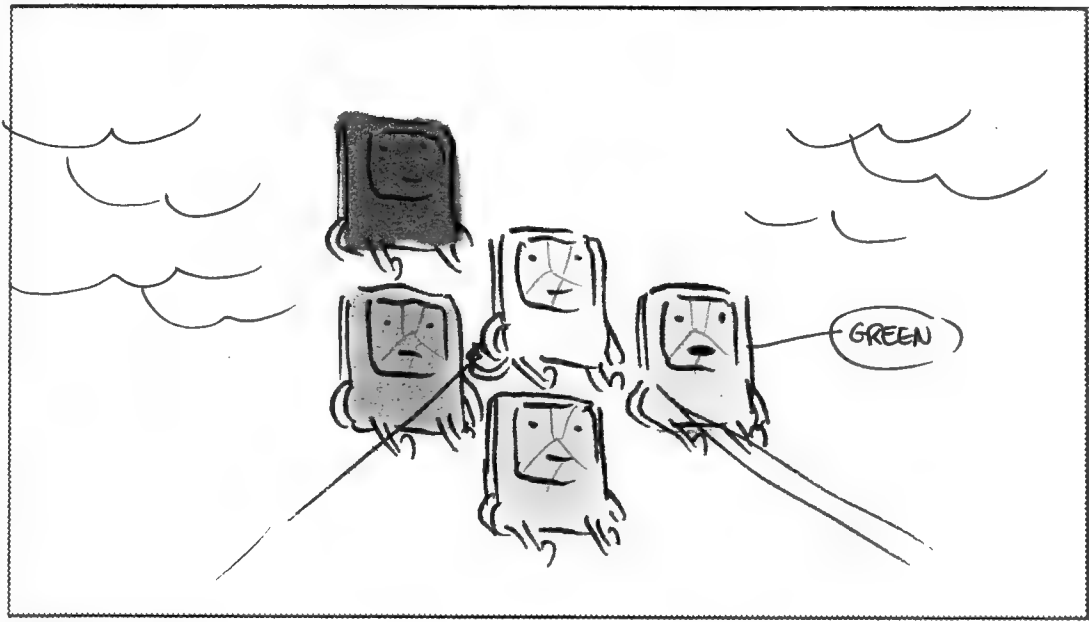
Production :

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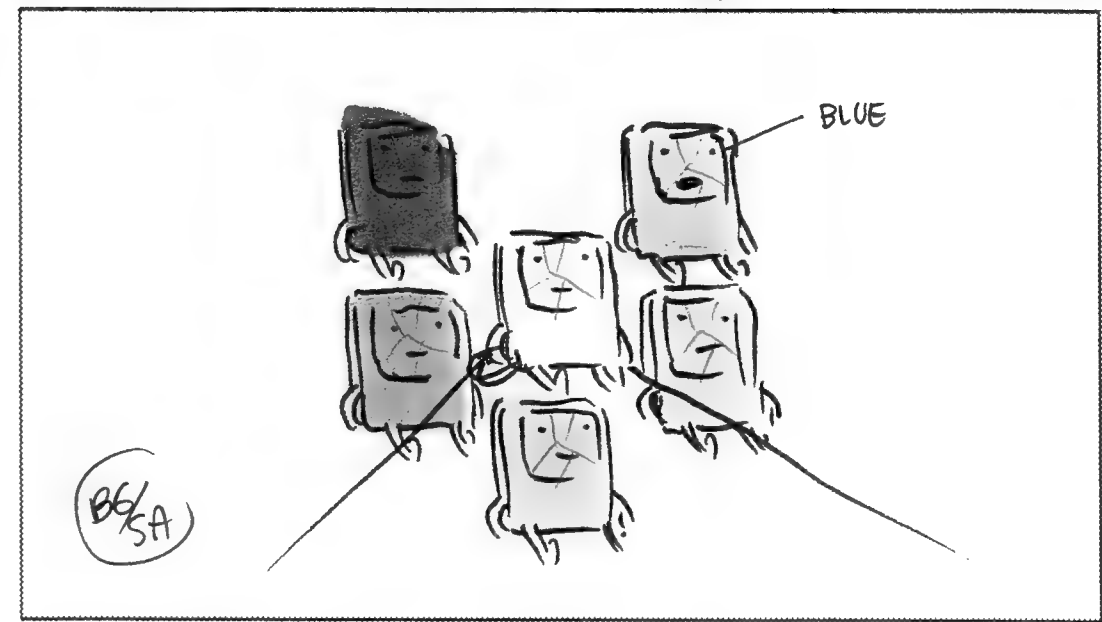
ADVENTURE TIME



Sc. 188 Pnl. A Bg. day night



Sc. 188 Pnl. B Bg. day night



Dialog:	BMO GREEN → I guess all I can do is	BMO BLUE → except... that's
Action:	listen to the heart MOE gave	what AMO did, and he turned
Timing:	me.	out bad.
		ALT: repulsive

1034-228  
EPISODE #  
Production :

# ADVENTURE TIME



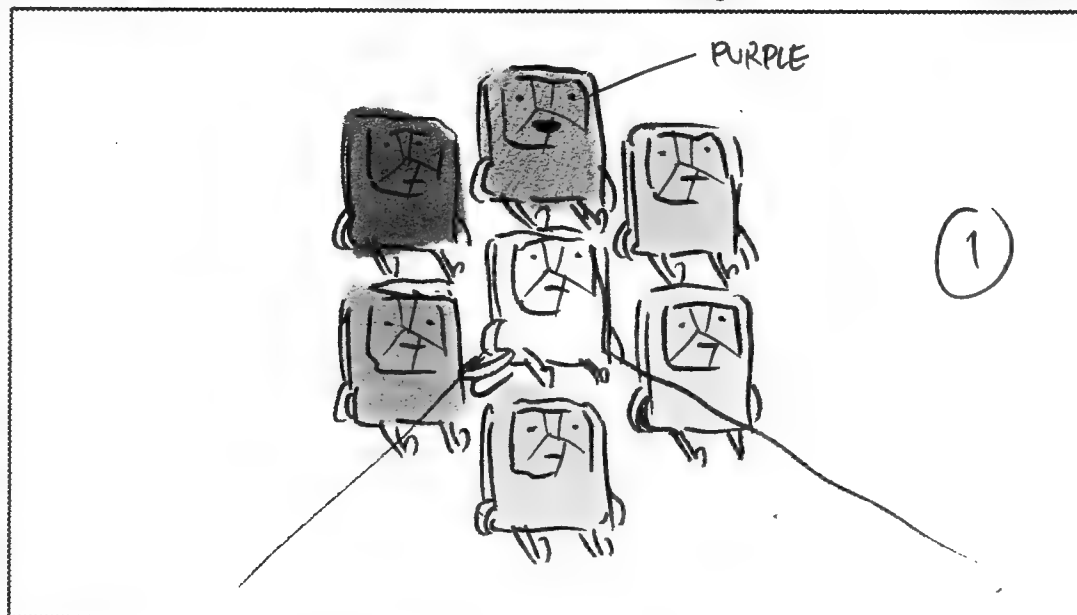
Page 257

Sc. 188

Pnl. C

Bg.

day night

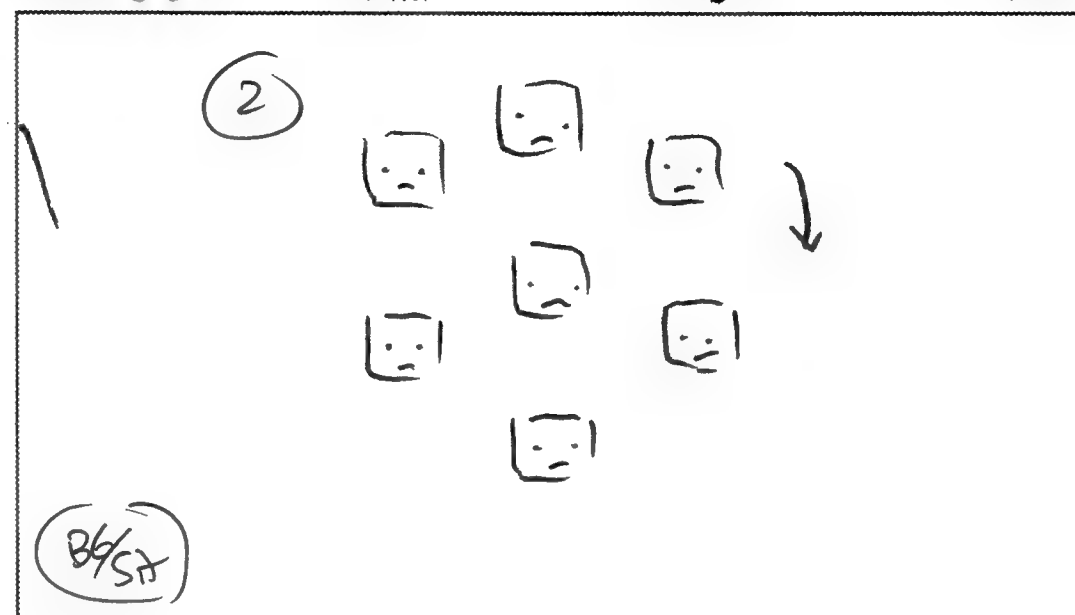


Sc. 188

Pnl. D

Bg.

day night



Dialog:

BMO.  
PURPLE.

→ ① and Moe made  
both of us, so  
what if I turn  
out bad too? ②

Action:

- BMO's all look down in identical  
disappointment.

Timing:

ALT: repulsive

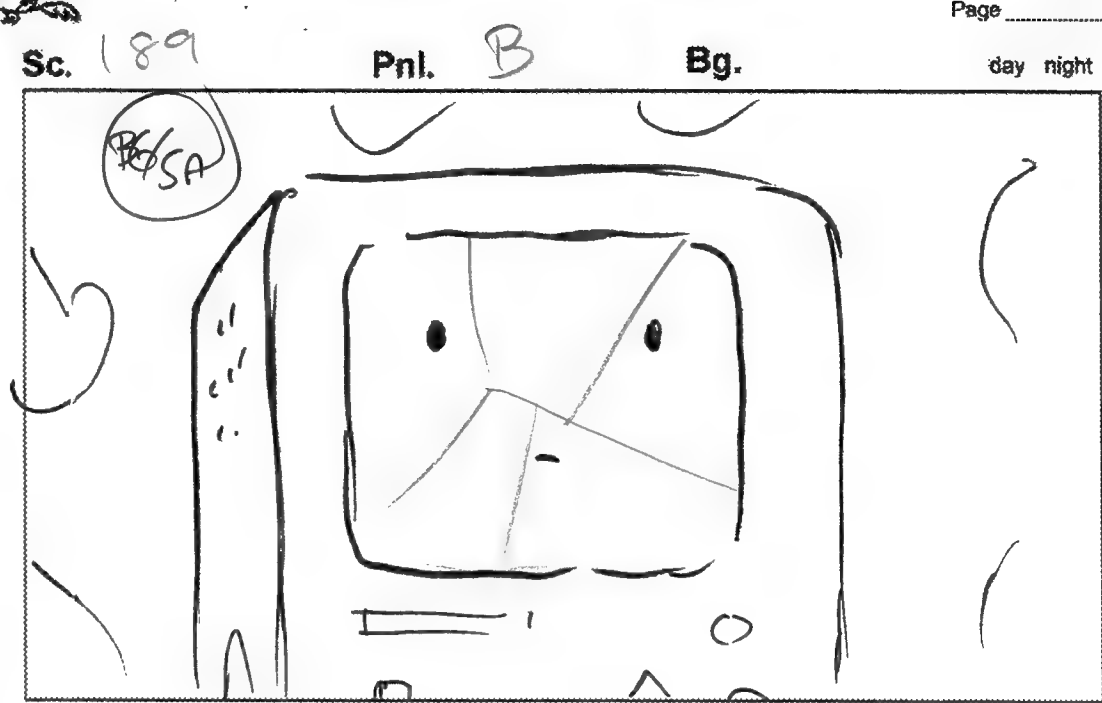
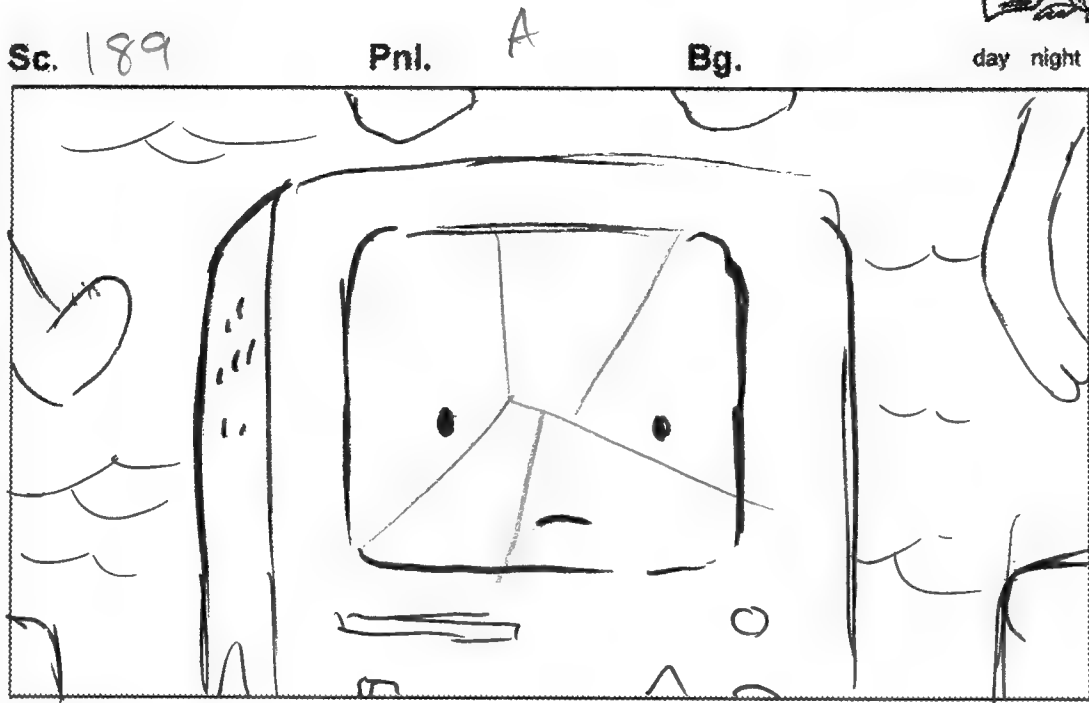
EPISODE #

1034-228

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ADVENTURE TIME



Dialog:
Action: - BMO has a realization
Timing:

1034-228 EPISODE # Production :



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# ADVENTURE TIME



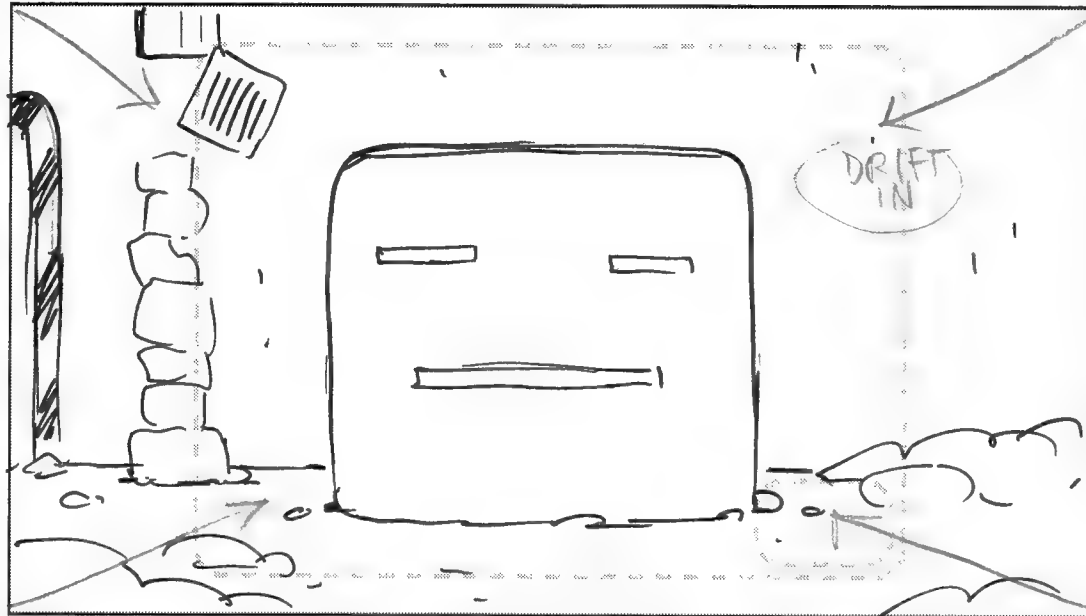
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Sc. 190

Pnl. A

Bg.

day night

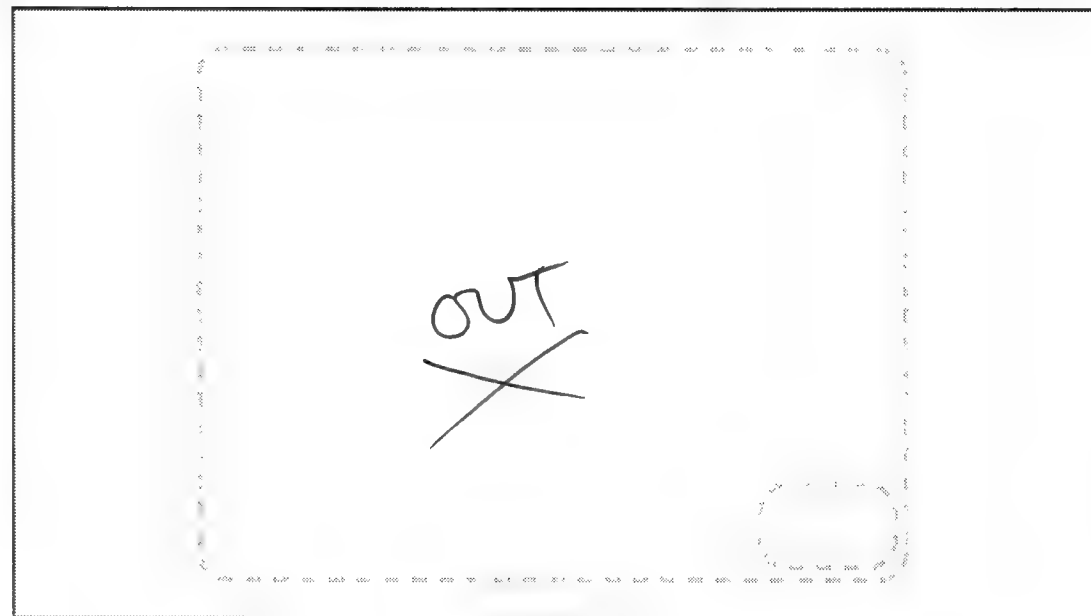


Sc.

Pnl.

Bg.

day night



Dialog:

ALLMO: [note: this is a flashback, but the wording of the lines is altered]

AMO could not think outside  
his programming and was blinded... →

Action:

Timing:

EPISODE #

1034-228

Production :

# ADVENTURE TIME



Page 260

Sc. 191

Pnl.

A

Bg.

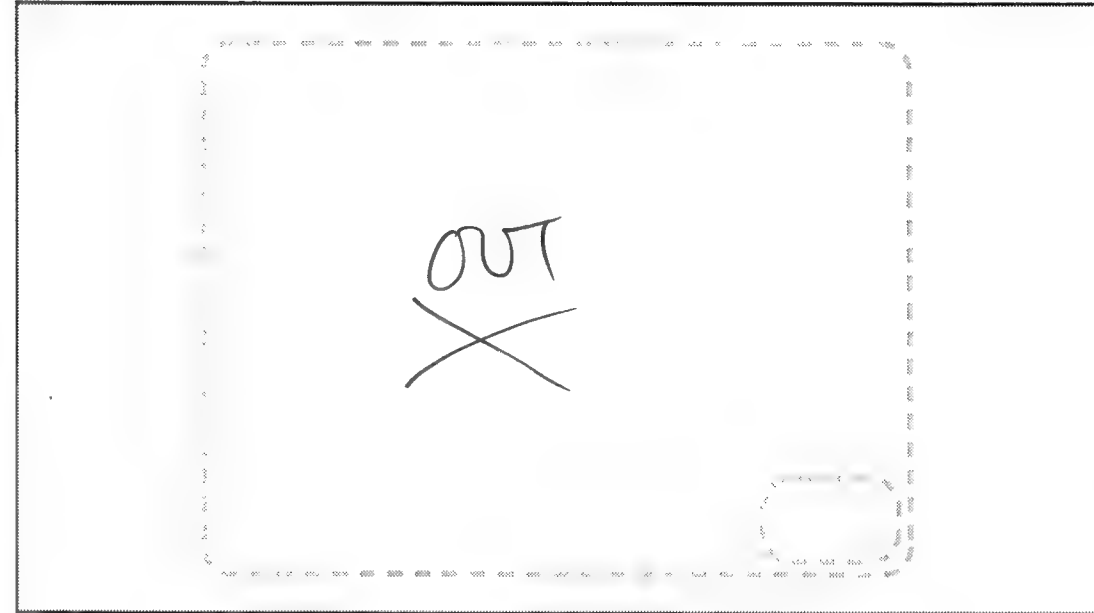
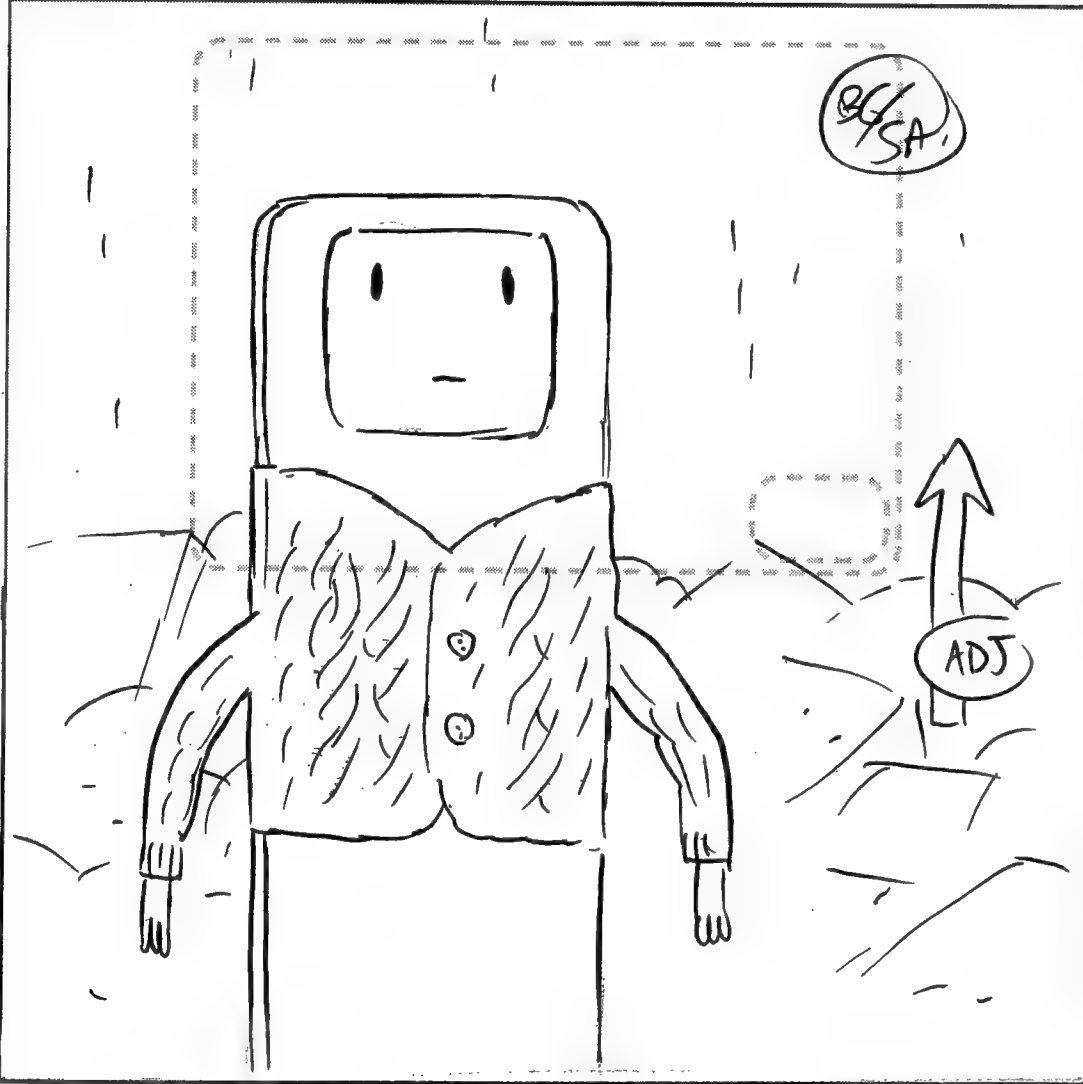
day night

Sc.

Pnl.

Bg.

day night



ALLMO → ... but your imagination  
lets you see the world  
how it COULD be.

Production :

EPISODE #

1034-228

# ADVENTURE TIME



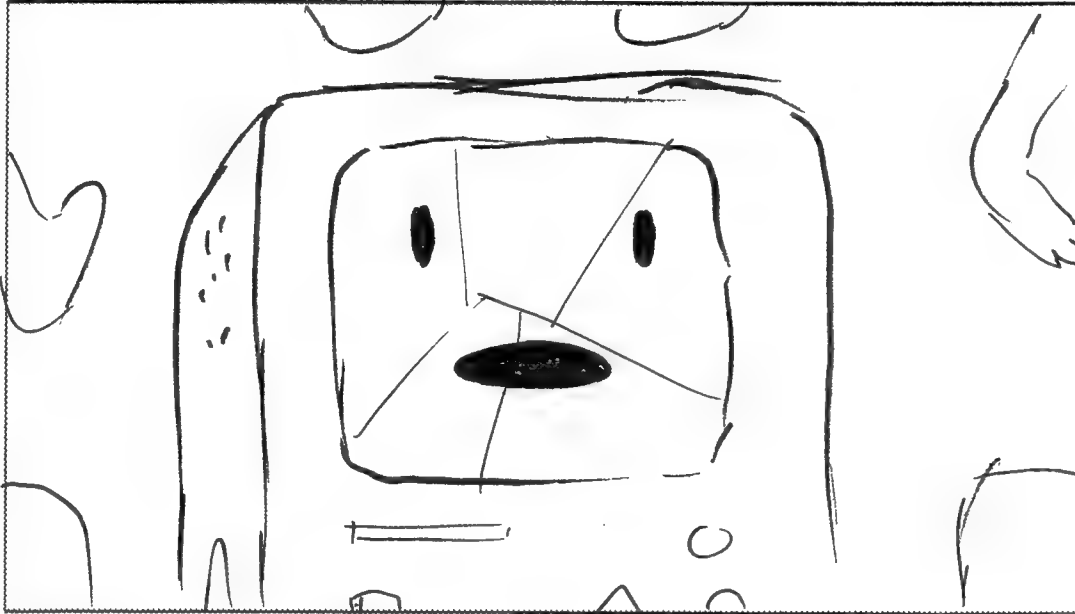
Page 201

Sc. 192

Pnl. A

Bg.

day night

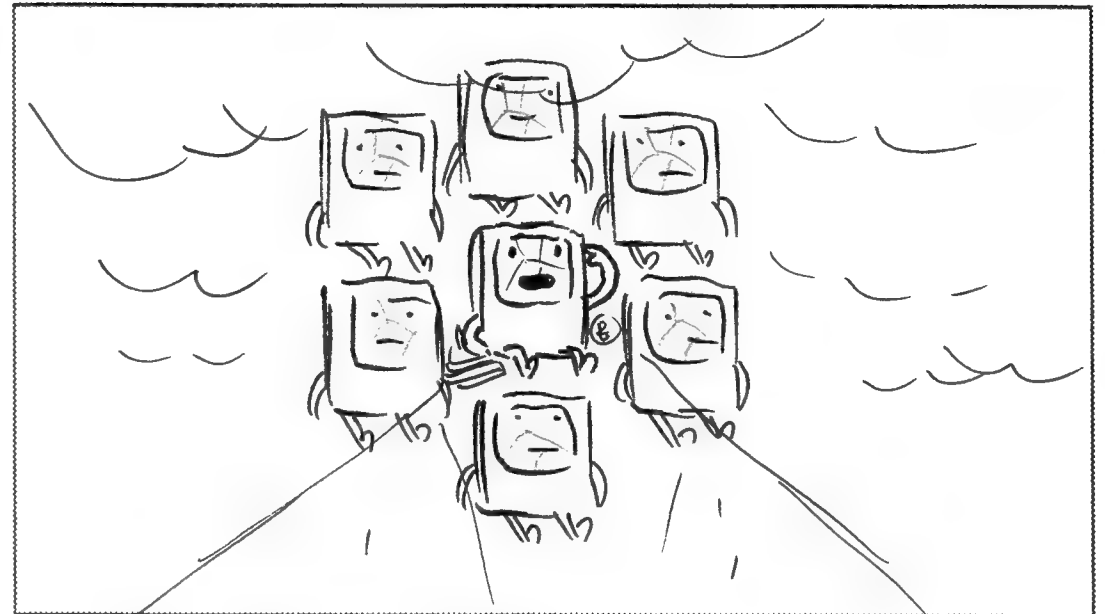


Sc. 193

Pnl. A

Bg.

day night



Dialog:

BMO BUT I  
AM DIFFERENT!

Action:

Timing:

→ ... <sup>①</sup> it's not just  
Moe up here, it's

ME too -

sfx: tap tap



BMO taps his head



1034-228

EPISODE #

Production :

# ADVENTURE TIME



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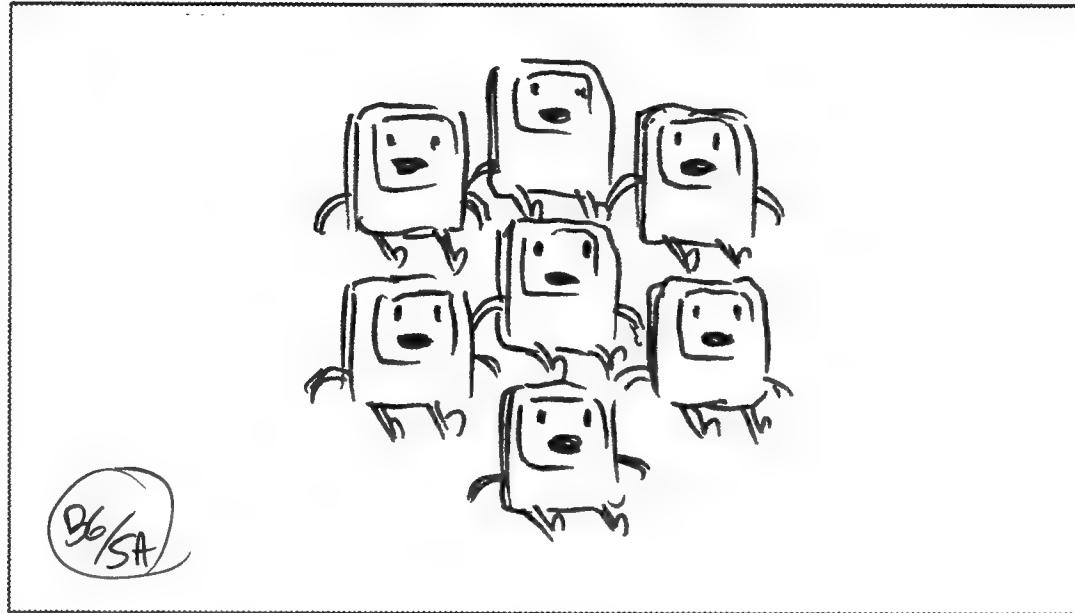
Sc. 193

Pnl.

B

Bg.

day night



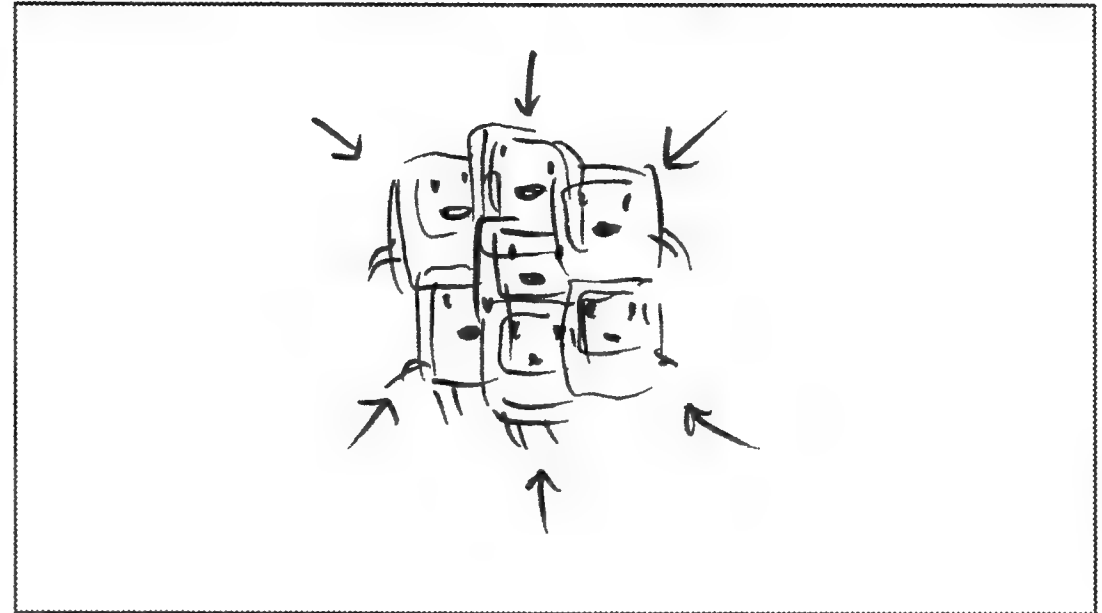
Sc. 193

Pnl.

C

Bg.

day night



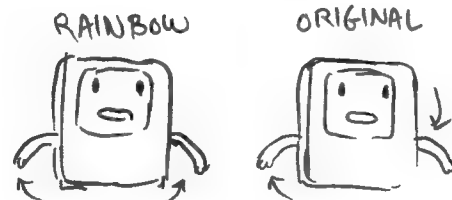
Dialog:

BMOs: and if I  
ALL cannot trust  
in MOE,

Action:

BMO I can trust  
in ME...

Timing:



- Rainbow BMOs fuse back together.

Rainbow BMOs and original  
BMO move  
from  
different poses into identical position

EPISODE #

1034-228

Production :

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# ADVENTURE TIME



Sc. 193

Pnl.

D

Bg.

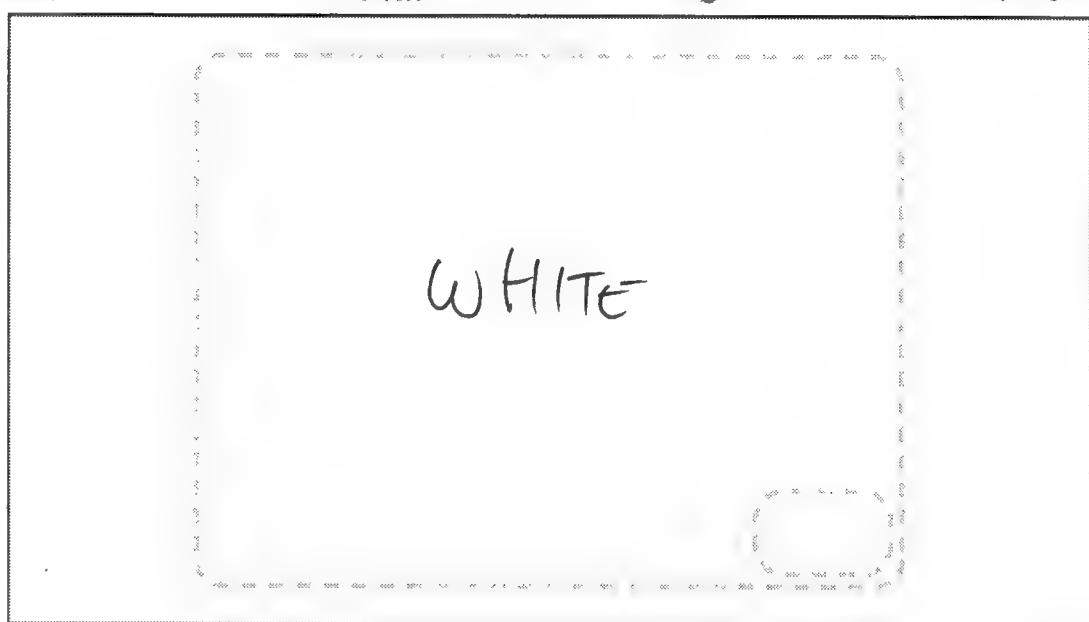
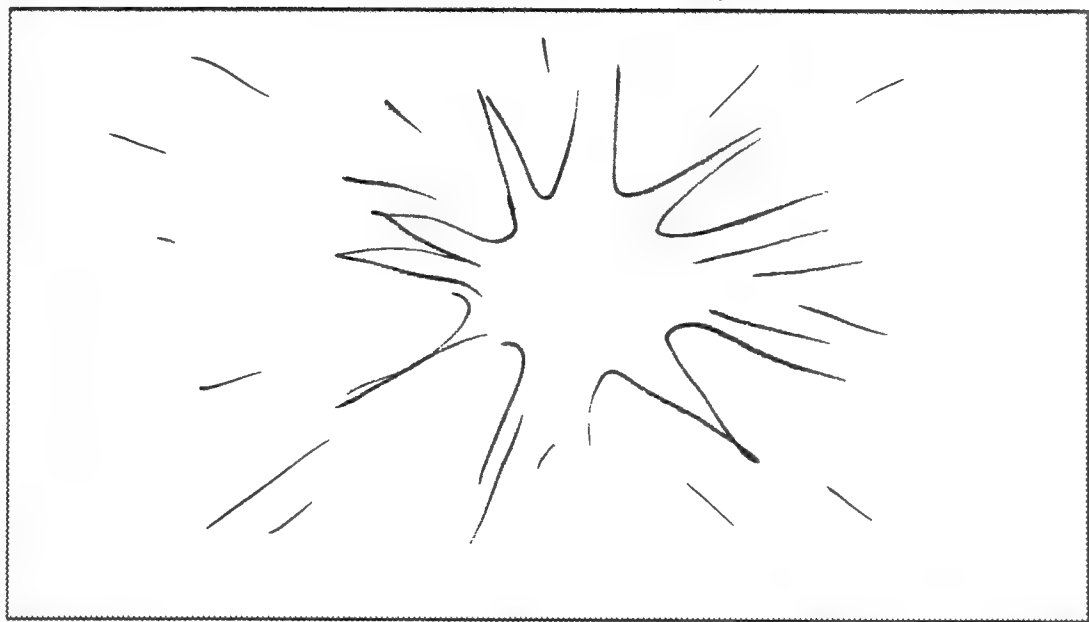
day night

Sc.

Pnl.

Bg.

day night



Dialog:
Action: - Flash of white light fades into white screen.
Timing:

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EPISODE #

Production :

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# ADVENTURE TIME



Page 264

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
194	A			

Dialog:
Action:
Timing:

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Production :

ADVENTURE TIME



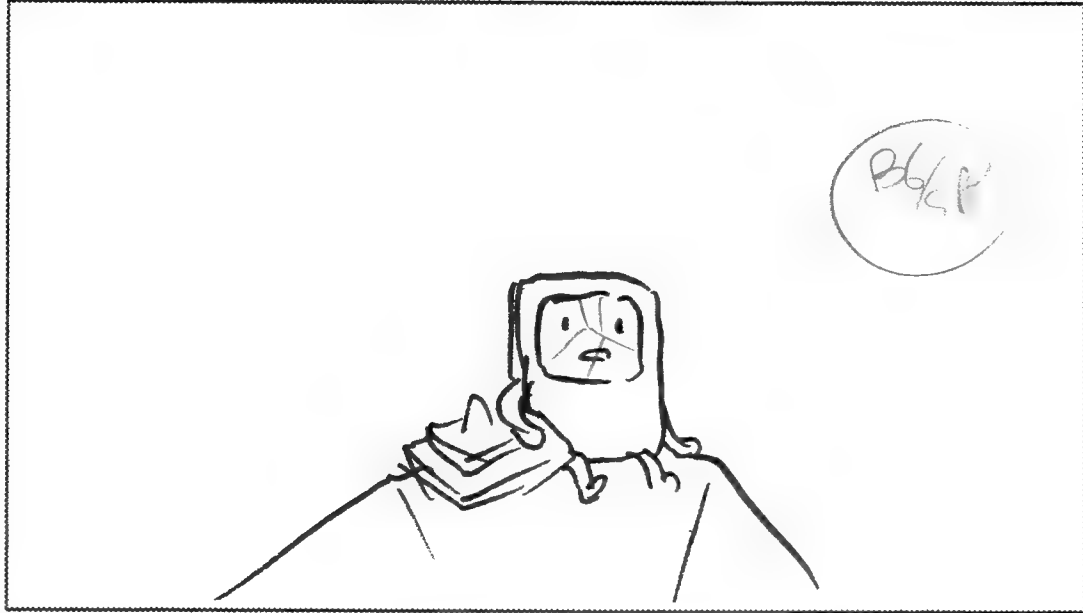
Sc. 194

Pnl.

B

Bg.

day night



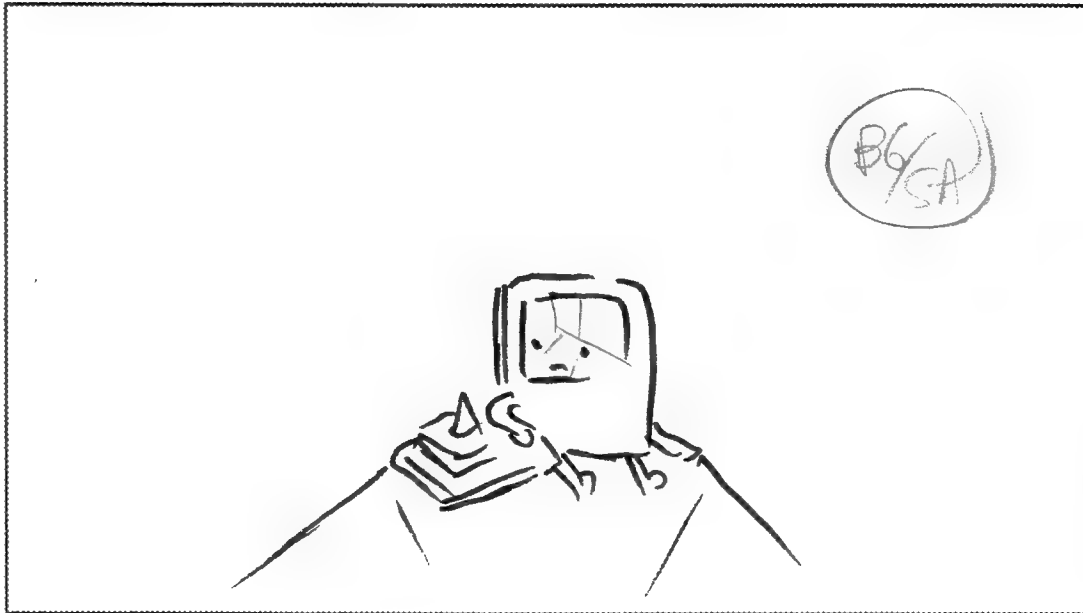
Sc. 194

Pnl.

C

Bg.

day night



Dialog:

BMO \*inhale, sigh\*  
boy it sure is  
confusing being  
grown... or  
not grown...

Action:

Timing:

EPISODE # 1034-228

Production :

ADVENTURE TIME

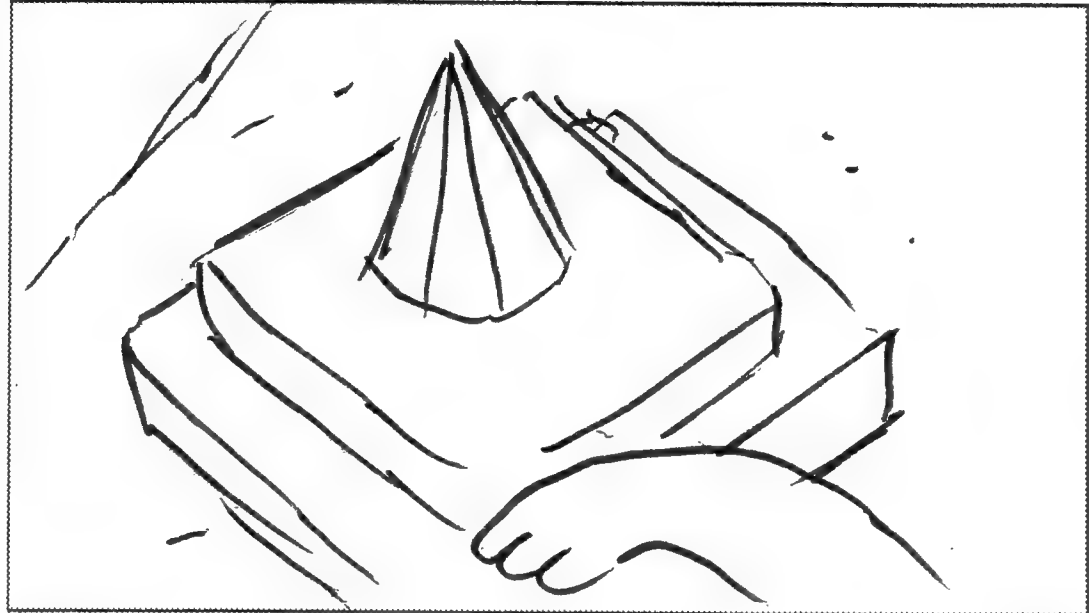


Sc. 195

Pnl. A

Bg.

day night

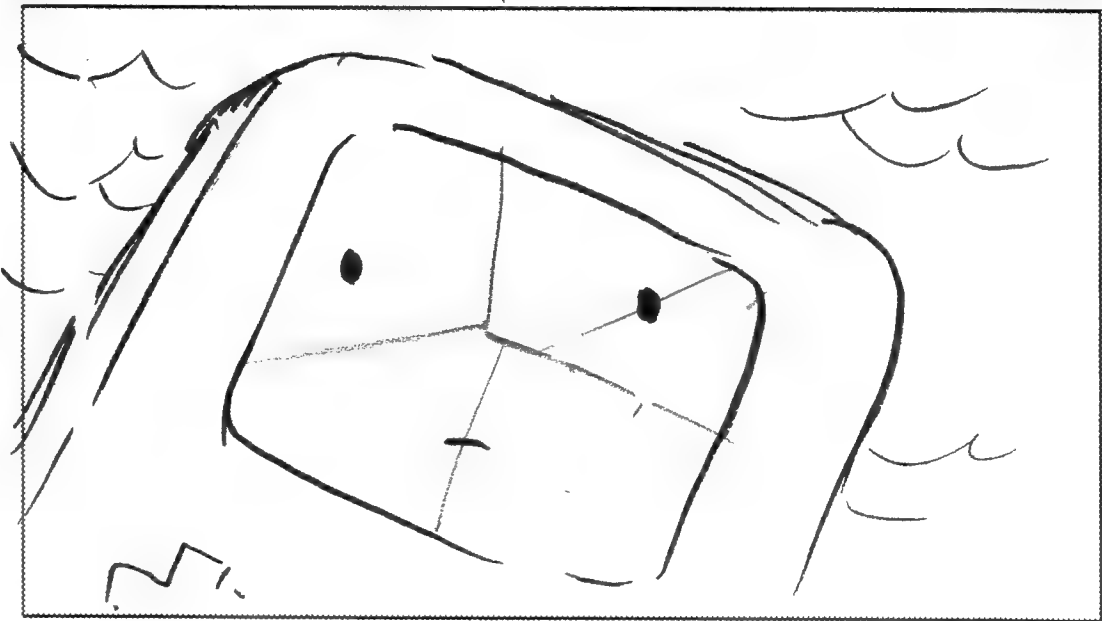


Sc. 196

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

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1034-228  
EPISODE #  
Production :

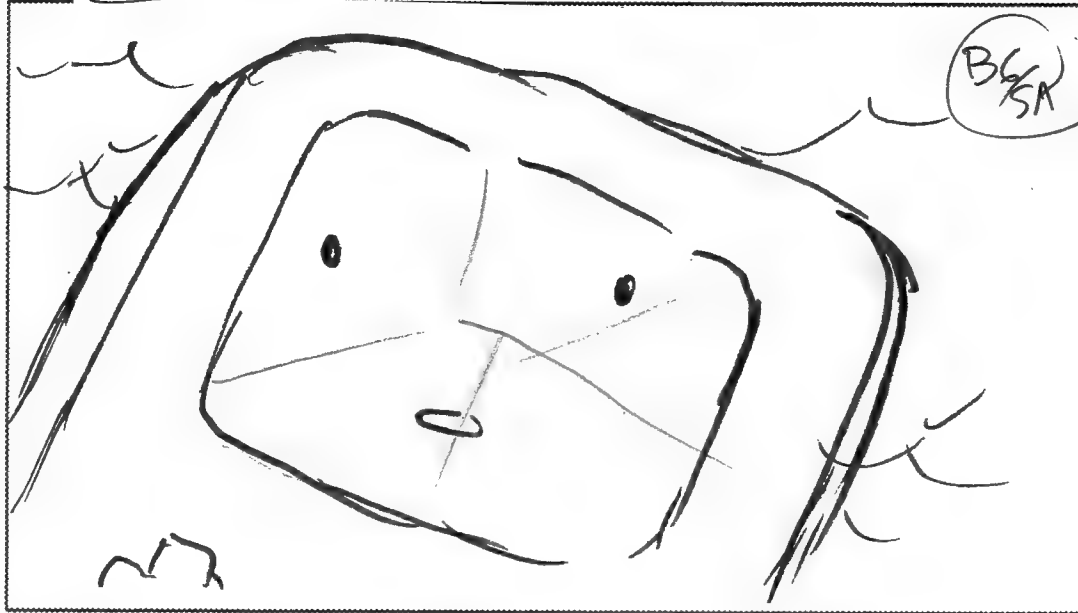


# ADVENTURE TIME

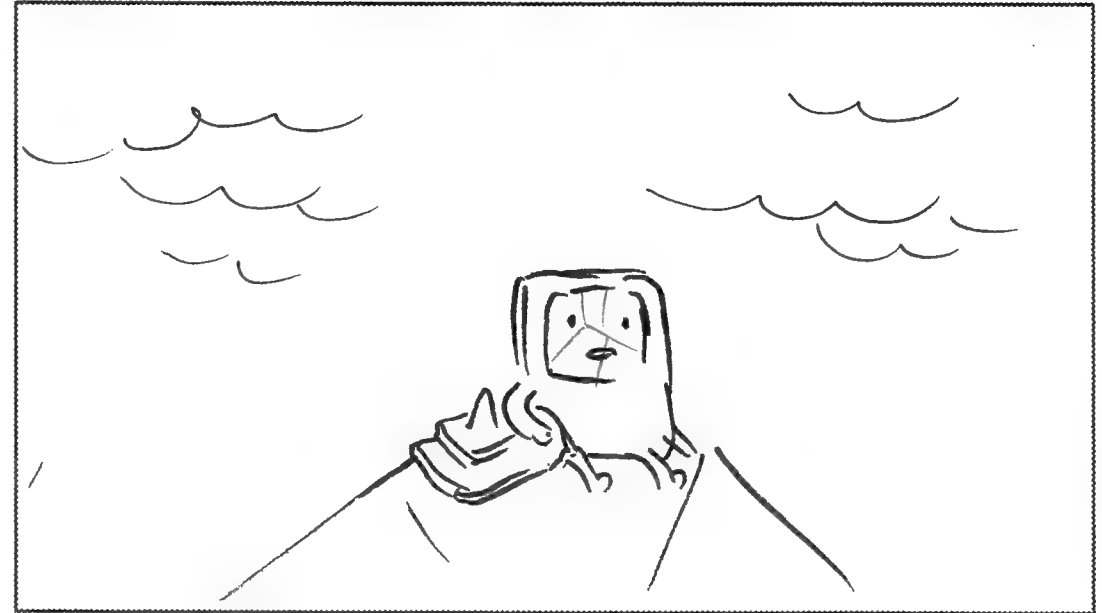


Page 266A

Sc. 196 Pnl. B Bg. day night



Sc. 197 Pnl. A Bg. day night



Dialog:	(BMO) I miss you MOE.	(BMO) Man ... what a day...
Action:		
Timing:		

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EPISODE #

Production :

ADVENTURE TIME



267

Page

Sc. 197

Pnl. B

Bg.

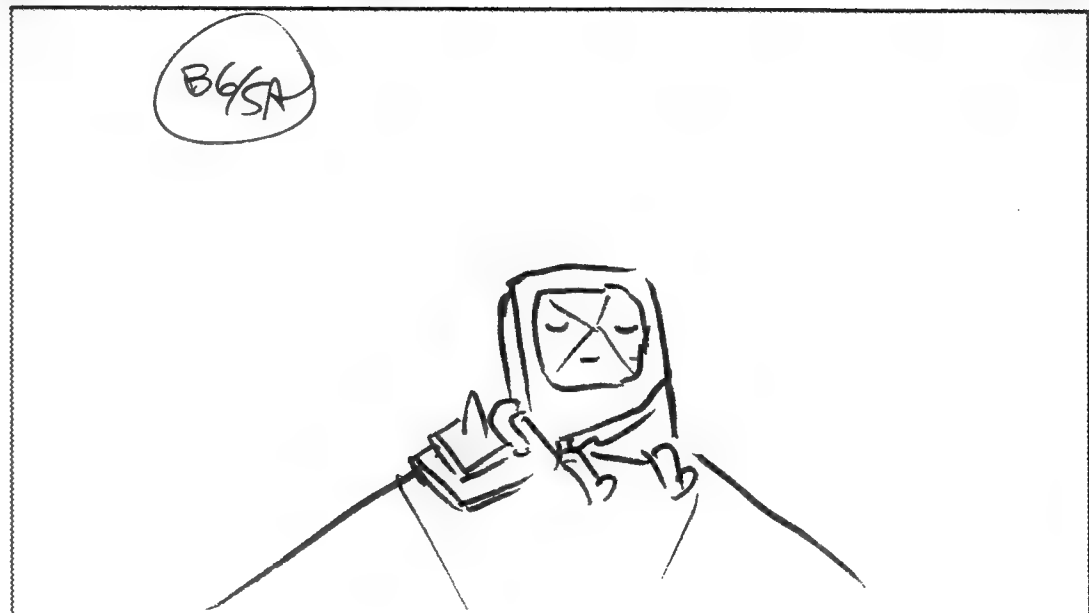
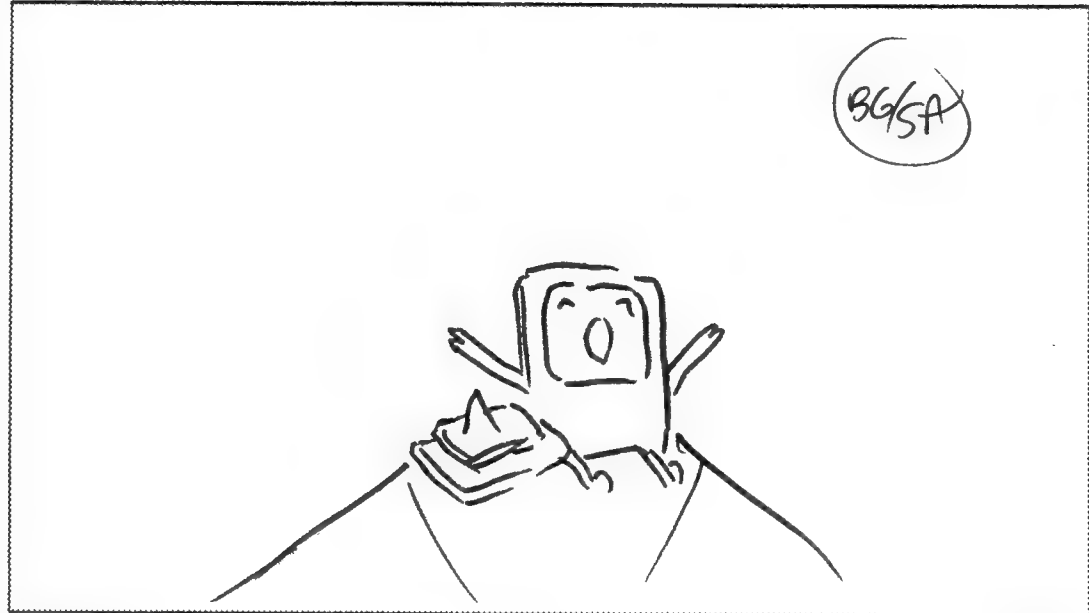
day night

Sc. 197

Pnl. C

Bg.

day night



Dialog:	(BMO): sm <sup>3</sup> ck sm <sup>3</sup> ck- YAWN	(BMO) 2222 ..
Action:	* gentle exhale *	
Timing:	(settling in, getting comfo (to be noises)	- BMO yawns then falls asleep.

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ADVENTURE TIME



Sc.

X  
OUT

ay night

Sc.

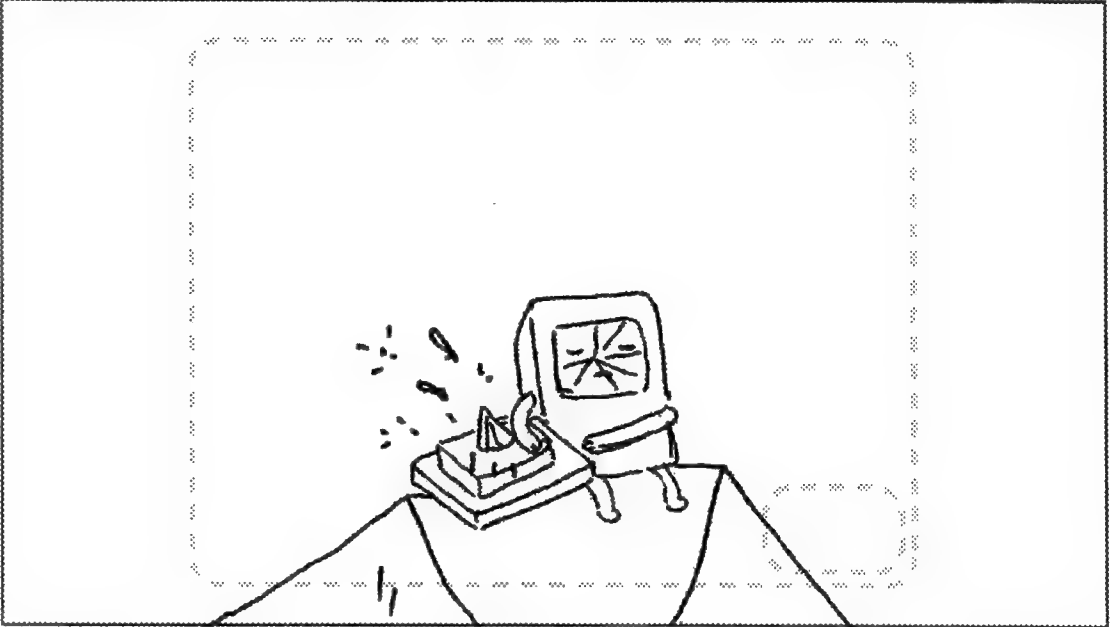
197

Pnl.

D

Bg.

day night



(AFTER SPARKS)

(SFX) = DRIVE WARMING UP =

DRIVE SPARKS

EPISODE #

1034-228

Production :



Sc. 197

Pnl. E

Bg.

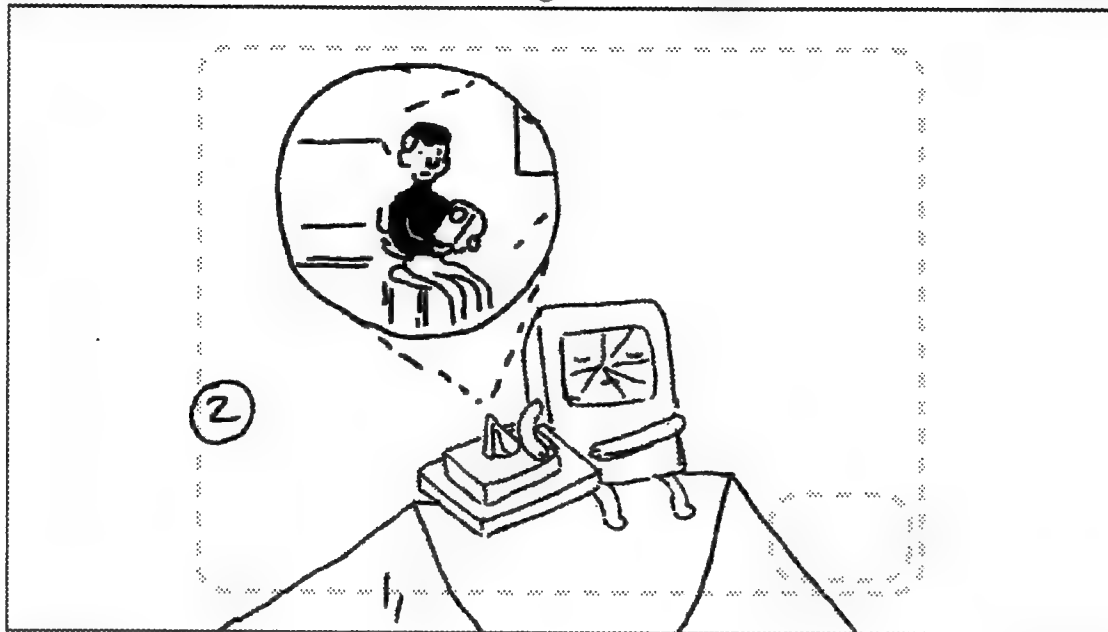
day night

Sc. 198

Pnl. A

Bg.

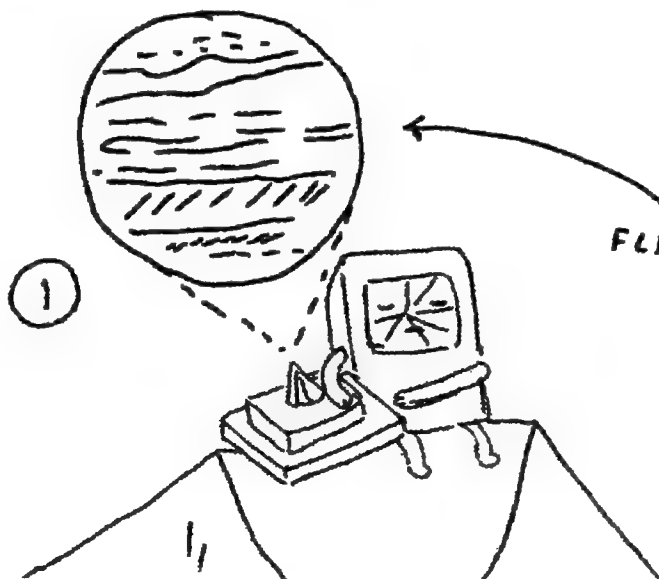
day night



Dialog:

Action:

Timing:



FLICKERING

(MOE:) I'm going to miss you too BMO, →

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Production :

# ADVENTURE TIME



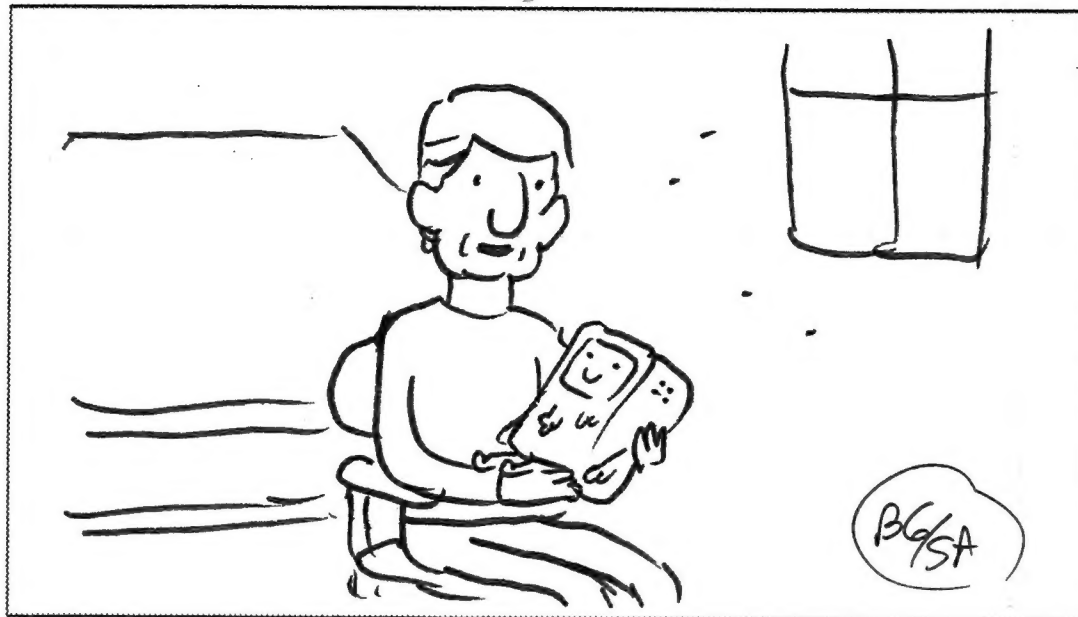
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Sc. 198

Pnl. B

Bg.

day night

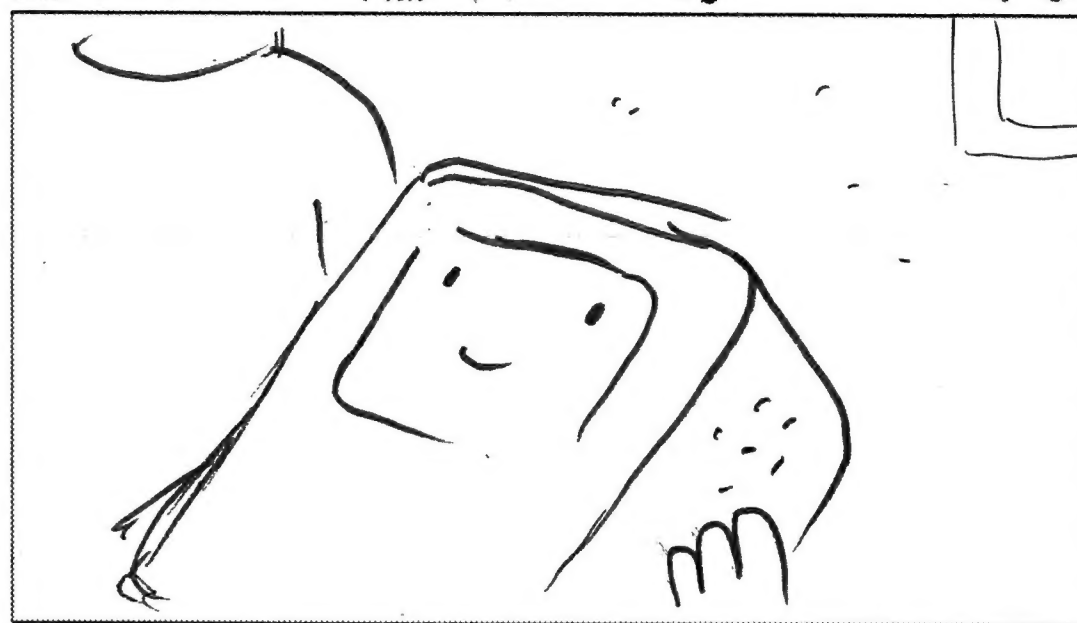


Sc. 199

Pnl. A

Bg.

day night



Dialog:

(MOE) → I feel  
so very very  
proud of you.

Action:

Timing:

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Production :

# ADVENTURE TIME



Page 271

Sc. 199

Pnl.

B

Bg.

day night



Sc. 199

Pnl.

C

Bg.

day night



Dialog:

(Moe) \* KISS \*

Action:

- Moe kisses BMO

Timing:

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EPISODE #

Production :

ADVENTURE TIME



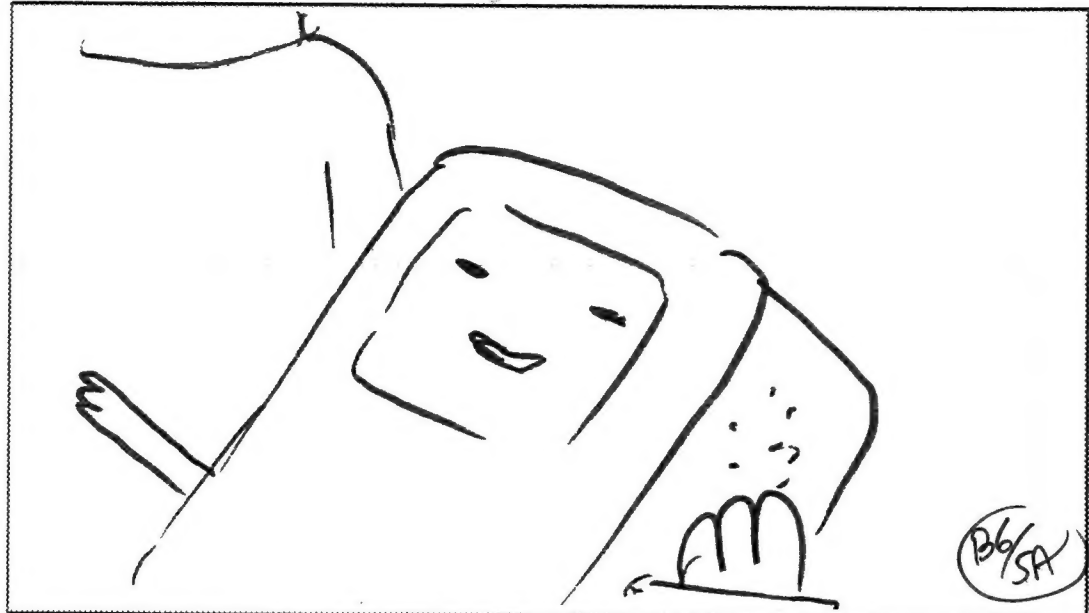
Page 272

Sc. 199

Pnl. D

Bg.

day night

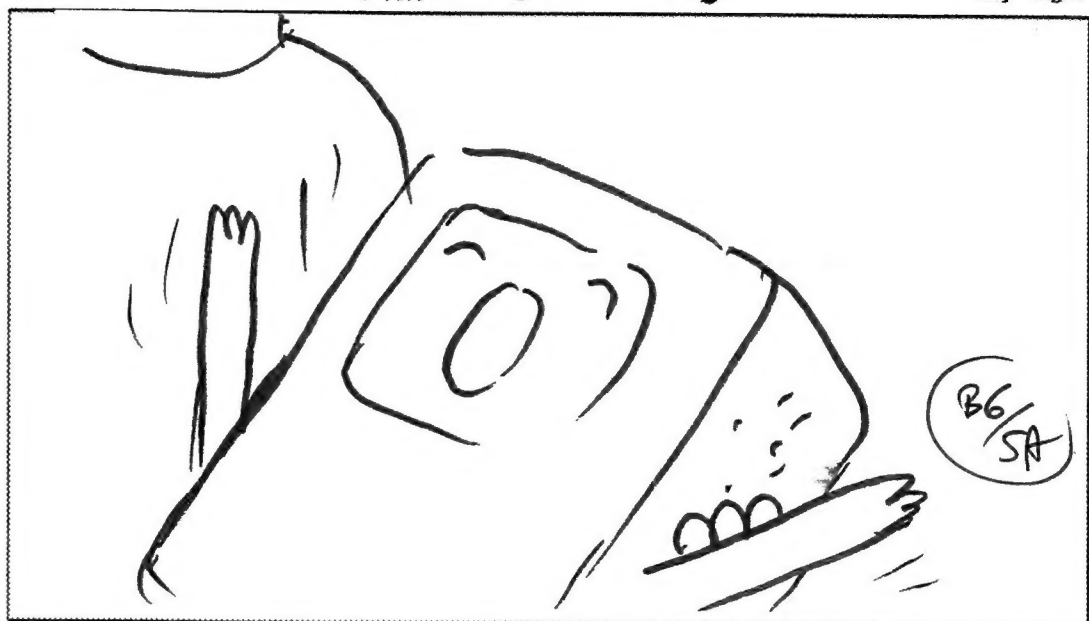


Sc. 199

Pnl. E

Bg.

day night



Dialog:

(BMO) \* smack  
smack \*

\* YAWN \*

Action:

-BMO Yawns

Timing:

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Production :

# ADVENTURE TIME



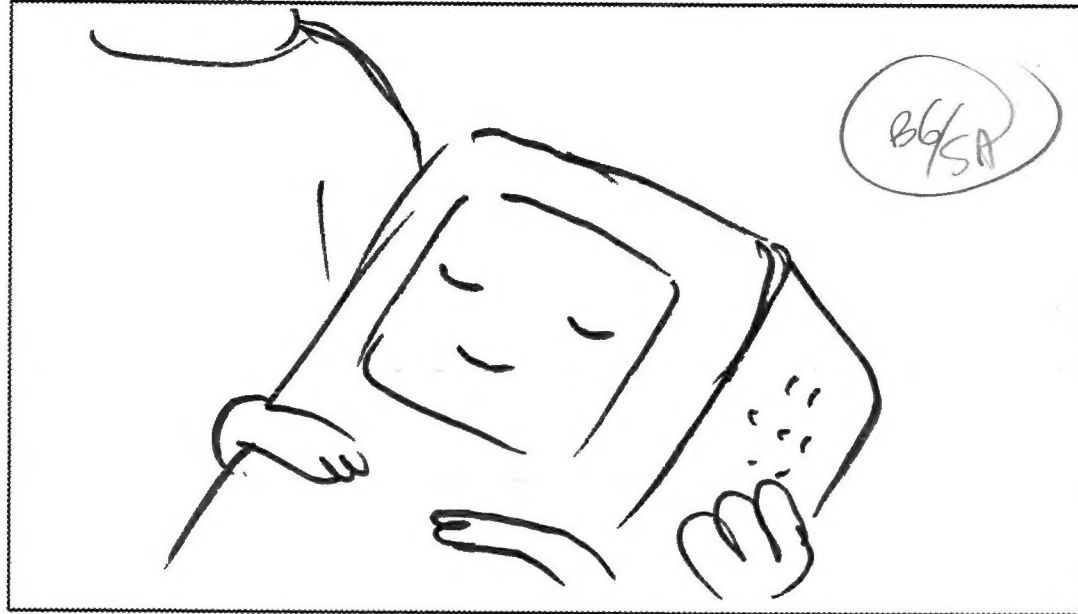
Page 273

Sc. 199

Pnl. F

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

BMO:

\* settle into  
sleep noises \*

Action:

Timing:

**THE  
END**

EPISODE # 1034-228

Production :